Xueyong Zhang

3rd year Computer Science

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EDUCATION

BSc (Computer Science Major, Data Science Minor) – on Dean's Honors List

Sep 2020 – present

University of British Columbia, Vancouver Canada

Graduation date: 2025-6

WORK EXPERIENCE

Coop Full-Stack Developer, Burnaby Canada

Jan 2023 - Present

- Wrote unit test using with Junit, SoapUI and Mockito to mock unnecessary dependencies(data from database and SOAP calls) for back-end methods for a new application and report the detected bugs
- Resolved production issue on back-end regarding to multi-thread and upgraded Selenium APIs(Webdriver, Grid)
 and related source code, Maven config to adapt new software
- Rewrite an old legacy application into a web application with Angular and SpringBoot
- Created **build** and **release Jenkins** jobs for applications and **deployed** them on **wildfly server** with **datasourse Technologies**: Java, Junit, Mockito, Angular, SpringBoot, HTML/CSS, JavaScript, SVN, SoapUI, Postman, Maven, Talent database, Wildfly server, Azure

TECHNICAL PROJECTS

Video Gamer Friendster - React, Redux, express, JavaScript, HTML/CSS, MongoDB, Firebase, WebSocket Jun – Aug 2023

- Used **Firebase** and **React-Router** to implement an **authentication system** that can let users **register(log)** in and then access **private routes** depending on their **auth context**.
- Used express, mongooose to created a server with account system that: (1) can store account info like profile, game list, friends into MongoBD. (2) let user modify their profile, select favorite games to their game list and add game to server game list (3) integrated with Firebase that load private routes with corresponding user info after passing the auth. (4) support users add and remove friends by sending, accepting, ignoring friend requests, view friends profile and activity. (5) implemented a query engine that can match recommend accounts depending on users info and matching options.
- Used socket.io to implement real-time messaging and notification system that allows users send direct messages and gaming request to friends, store message history in MongoDB.
- Used React, Redux, Bootstrap and Leaflet map to create the client side that: (1) manage client-side user info, actions and API calls in reducer, thunk and service (1) shows all requests and friends with cards that have link to their profile, and show friends location on a map (2) let user input matching options and show match results from server with pagination (3) let users see and modify their profile and game list (4) show friend list and see chat history and chat by clicking the friend. (4) show a popup with options when receiving real-time requests

UBC Course Info System - TypeScript, JavaScript, HTML/CSS, React, express, Mocha/Chai

Jan - Apr 2023

- Used facade design pattern to build a query engine that can/have (1) receive data from both json and html files and parse them into databases using fs-extra and parse5 (2) store databases locally as json file to handle crushes and restore info (3) query argument with EBNF rule that have selection, filter, logic and aggregation.
- Wrote both black box test towards specification and white box test towards implementation with Mocha and
 Chai-as-promise to show the presence of bug and ensure the robustness of the project.
- Used **mutation test** to ensure the quality of test suite, applied it to the **pipeline** on GitHub for **automation**.
- Used express to build a RESTful web server for the project front-end
- Used html/CSS(with Bootstrap5) and Javascript with React to build the user interface that can/have (1) query course information such as grade average, instructor, fail and pass students by course ID and year or instructor(optional) (2) show the location of the classroom of all courses on a map with markers and other information of classroom on popups using Google map API and Leaflet map API with React.