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Raymond Zhou

Computer systems engineering graduate. Passionate about software programming and development. Proficient with multiple programming languages like C#, C, C++, Java, JavaScript and Python. Experienced with Agile development process, GitHub and Azure.

Education

The University of Auckland

2015 – 2019

 Bachelor of Engineering, specialised in Computer Systems Engineering

Work Experience

Company Name: MVP Studio

Apr 2019 – Jul 2019

Software Developer Intern

Key Competencies & Achievements:

- Main tools: C#, ASP.NET MVC, HTML/JavaScript/AJAX/CSS/jQuery, Database, Azure
- Helped the core team to develop a cloud-based recruitment platform
- Implement the Employer Profile page from backend to front-end.
- Implement the Talent Profile page from backend to front-end
- Set up and connected the database with the application
- Daily Scrum Update and meeting

Project Experience

In-car Sensing for Road Safety and Traffic Management

Mar 2018 – Oct 2018

Final year research project

Sponsor: New Zealand Transport Agency

Key Competencies & Achievements:

- Main tools: Python, Unity, GitHub
- Simulated transport problems using computer and mathematical modelling.
- Created analytical methods to examine various advanced software and automation concepts designed to improve traffic management capabilities
- Evaluated plans and proposals drafted by project partner and made changes if necessary.
- Developed models, algorithms, machine learning methods, and optimisation routines to analyse new concepts.

Implementable Long-term Strategy for NZ National Freight Transportation

Sep 2018

Systems project

Key Competencies & Achievements:

- The project team consists of 30 people from the 9 different specialisations within the Faculty of Engineering
- Stakeholders analysis, Financial analysis

- Implementation plan and Best fit solution
- Risks, Expected outcome and Measure of success

An offline game – WarLord

Mar 2017 – Apr 2017

Key Competencies & Achievements:

- Main tools: Java, Ubuntu, Bitbucket
- Designed an offline game as a Java application that takes input from users and responds accordingly
- Developed a computer artificial intelligence to play against the user
- Learned basic Object-oriented programming (OOP), threading and concurrency, graphical user interface (GUI), algorithm development, and software project development
- Completed in pair and developed teamwork skills

Technical Skills

- C#, C, C++, Java, JavaScript and Python
- Object-oriented programming, High performance computing
- Computer architecture
- Microcomputers and Embedded Systems
- Network and TCP
- GitHub, Bitbucket and version control
- Microsoft SQL Server, SQL query, MongoDB
- VHDL, FPGA
- Linux systems

Core Skills

Teamwork & Communication

- Outgoing communicator when participating in group work and encourage others to share their ideas.
- Easy to approach and always respect opinion of others. Engaged with discussions. Being an active listener. Always being open-minded.

Analytical & Problem Solving

- Gained great analytical and critical thinking skills from past learning and practical experiences.
- Ability to divide a big problem into a series of small problems and solve the problem logically.

Independent Thinking & Self-Learning

- Always have passion for new challenges and have ability to think and complete tasks independently.
- Ability to learn new knowledge and skills by myself and quickly apply to real world problems. Being able to access sources of information effectively.

Relevant Background Information

Microsoft Office: Word, Excel, PowerPoint and Visual Studio

Multiple Languages: Fluent in English, native Mandarin and Cantonese speaker

Driving Licence: Legally driving during company operating hours

Personal Interests: Basketball, workout in the gym, music and movies