Jiaqi (Romy) Zhao

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EDUCATION

University of Toronto Toronto, ON, Canada
Bachelor of Science — **Computer Science Specialist**, **Statistics Major** Expected Jun 2028
GPA: 3.93 / 4.00
Relevant Coursework: Software Design, Systems Programming, Computer Organization, Data Structures & Analysis, HCI, Theory of Computation

EXPERIENCE

AI Application Development Engineer Intern (Full-Stack) Jun 2025 – Nov 2025
Tiangong Zhiyuan Technology Co., Ltd. Shenzhen, Guangdong, China

- Led **full-stack development** of a Python-based work order management system built around **AI agent workflows**, covering front-end configuration, back-end servers, and databases
- Developed configurable **HTML + JSON** front-end interfaces and built **API-driven** back-end services for modular agent communication
- Integrated **SQL databases** for structured data storage, task orchestration, and system state management; leveraged **AI-assisted development** to accelerate iteration

Technical Intern — Robotics Department May 2025 – Jun 2025
Beijing Haibaichuan Technology Co., Ltd. Beijing, China

- Programmed humanoid robots by integrating **servo motor control** with PC-based applications, enabling coordinated expression rendering, motion sequencing, and real-time behavior adjustments

Tutor (Volunteer, Remote in China) 2023 – 2024
Tutored high school students in computer science topics, with a focus on **Python** and introductory game design. Demonstrated strong communication skills and patience in clearly explaining technical concepts, algorithms, and Python functions.

PROJECTS

MovieNight — Java Swing Application Oct 2025 – Dec 2025

- Developed and debugged the application's core **watch history and memory system**, enabling persistent user state across sessions using a cached **JSON-based** architecture
- Implemented **multi-user online synchronized viewing** features and integrated **TMDb API**, following **Clean Architecture** and **SOLID** principles

Restaurant Recommendation System Feb 2025 – Mar 2025

- Built a personalized recommendation system using **decision trees** and **PageRank**; modeled user preferences with hierarchical filtering and visualized ranked results using **Plotly**

Adventure Games in Python Jan 2025 – Feb 2025

- Designed and implemented a **Python-based** adventure game with custom puzzles, including an interactive **map overview (mini-map) view** to visualize game states and player navigation; documented design decisions using **LaTeX**

ACTIVITIES & AWARDS

University of Toronto Toastmasters 2024 – Present
General Evaluator; led speech evaluations and meeting structure planning
Certificate of Distinction — Euclid Mathematics Contest (Top 25%)

SKILLS

Languages: Python, Java, C, SQL, HTML/CSS, R (RStudio)
Frameworks: Node.js, Django, Flask, PyTest
Tools: Git/GitHub, VS Code, Cursor, Jupyter
Technical: MCP tools, AWS, AI-assisted coding, LaTeX, MS Office (advanced), Photoshop, AVS Video ReMaker
Soft Skills: Fast learner; strong ownership; proactive problem-solving; effective communication; adaptable in ambiguity
Robotics: Servo motor control, robot–PC integration, expression and motion programming