RUIHENG (NEAL) ZHAO

328 Regina St N, Waterloo, Ontario N2J 0B5 | Email: r45zhao@uwaterloo.ca | Tel: 2269787281 3A Computer Science Co-operative Program

SKILLS & ABILITIES

TECHNICAL SKILLS

- Acquired skills in C, C++, Java, HTML5, CSS3, JavaScript (jQuery), PHP, MySQL, Ajax, Python, Matlab and Scheme through university-level courses
- High-level ability in using Linux and writing bash scripts
- Familiar with version control system Git, owns an active GitHub account
- Excellent comprehension of Object-Oriented, functional and imperative programming
- Gained proficiency in Sublime, Eclipse, IntelliJ, Visual Studio, Dreamweaver, Fireworks, InfoPath, SharePoint Designer, Photoshop and Microsoft Office
- Outstanding ability to master new knowledge and accommodate to new environment

RELEVANT PROJECTS

Personal Website, HTML & CSS & JavaScript Project

07/2016

- Website design and implementation with HTML5/CSS3, jQuery, Sublime and GitHub
- Compatible with all screen resolution and mobile devices, W3C Compliant
- Able to effectively leverage open-source or 3rd-party JavaScript libraries to fulfill requirements
- Eager to learn more about any or all parts of web development Visit my website: http://www.ruihengzhao.com
- 2048 Web Application, HTML & CSS & JavaScript Project

08/2016

- Game structure design and implementation with MVC pattern
- Touch screen supported, can be played on iOS and Android devices Play it here: https://ruihengzhao.github.io/2048/index.html
- Tetris Game, Java Project

09/2016

- Game implementation and test with Java, IntelliJ
- Able to implement KeyEvent, MouseEvent, Animation See code on GitHub: https://github.com/RuihengZhao/Tetris
- Deal or no Deal, Java Project

02/2015

- Game implementation with Java, Eclipse
- Understand how to design, implement and evaluate user interfaces See code on GitHub https://github.com/RuihengZhao/Deal-or-no-deal
- Monopoly Game, C++ Project

08/2015

- Game design, implementation and test with C++, Visual Studio, Git, Linux
- Good understanding on Model-View-Controller/Observer and some other pattern Up to 6 players, players can buy/develop/trade properties and collect rent, also included some special events (eg. Get more money, Attacked by geese) See code on GitHub: https://github.com/RuihengZhao/Monopoly

EXPERIENCE | **WEB DEVELOPER**, CANADA INTERNATIONAL WINDOWS & DOORS

06/2016 - 12/2016 (EXPECTED)

- Re-built the official website of CIWD for functionalities and UI improvement
- More skilled in HTML5, CSS3, JavaScript (jQuery), PHP, MySQL and Ajax
- Improved self-learning ability and problem solving skills

IT ADMINISTRATOR, FUNDSERV INC

05/2016 - 08/2016

- Worked on the Windows 10 Migration project
- Work with VMware virtualization environment (eg. create app stack, build virtual machines)
- Created lots of user guides for frequently asked questions and posted them on company website

IT HELP DESK SUPPORT, MEDAVAIL TECHNOLOGIES INC

08/2015 - 12/2015

- Provided high quality customer services to all internal users (include CEO and HR)
- Learnt strong hardware/network knowledge in a short time
- Work closely with team member to maintain internal web based applications
- Setting up PC's, workstations, servers or test and measurement equipment

EDUCATION | **UNIVERSITY OF WATERLOO**, WATERLOO CANADA

BACHELOR OF MATHEMATICS, COMPUTER SCIENCE

09/2014 - 06/2018 (EXPECTED)