

Shu Zhang

Software Developer

[My Website](#)

CONTACT



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[LinkedIn](#) [GitHub](#) [GitLab](#)

EDUCATION

Master of Software Development

Victoria University of Wellington

July 2023 – June 2024

Bachelor of Teaching (ECE)

Whitireia Community Polytechnic
(Wellington)

February 2012 – November 2014

Bachelor of Art

Major: English

Northeastern University (Neusoft
Institute of Information) (Dalian,
China)

September 2007 – June 2011

PROFILE

Over the years of working in the education sector, I have developed a rich set of skills in communication, customer engagement, and report writing. I also have gained the ability to multitask and work under pressure. My passion for identifying opportunities for improvement and ability to collaborate effectively with diverse stakeholders has allowed me to succeed in my previous teaching role. My learning journey over the Master of Software Development course has not only deepened my understanding of software development but has also instilled in me a systematic and analytical approach to problem-solving. Now, I am excited to adapt my skills into the world of software development and embark on a new career path.

TECHNICAL SKILLS

Technical Skills:

1. **Programming Languages:** Java, C#, Python
2. **Web Development:** HTML, CSS, JavaScript, React
3. **Backend Development:** PHP, SQL
4. **Desktop Application Development:** JavaFX, .Net (WPS, WinForms)
5. **Cloud Technologies:** Microsoft Azure
6. **Version Control:** Git
7. **Mobile Development:** Android development in Java

PROJECTS

- **Language Learning Application** [GitHub Repo](#)

The Language/English Learning Application, developed with WinForms in C#, offers a comprehensive solution to the challenge of managing and locating weekly vocabulary PDFs. This versatile tool utilizes a secure local database with password hashing for user authentication, ensuring a robust and protected environment. The application not only facilitates the addition and tracking of new words but also incorporates a fun element by integrating a Snake game developed with HTML, CSS, and JavaScript. The inclusion of a login system enhances security, while the forward-looking design allows for future expansion to cater multiple users.

- **Encryption and Decryption Tool** [GitLab Repo](#)

Built with Java and Java FX, the Encryption and Decryption Tool is a comprehensive application that supports classical and modern cryptographic algorithms. Its intuitive graphical user interface facilitates easy encryption and decryption using various algorithms, ranging from basic shift ciphers like the Caesar cipher to more advanced DES and AES methods. The application also offers a configuration UI, allowing users to switch between light and dark modes for an enhanced experience. Configuration data is encrypted and securely stored in the Azure database. Key management features provide users with the flexibility to save and load encryption keys. The application prioritizes security through a robust login mechanism, and its seamless integration with a cloud-based database enables the confident storage of encrypted messages and account information, ensuring a cohesive and secure user experience.

- **Personal Website** [GitHub Repo](#)

This personal website project is a comprehensive representation of my professional identity, built with a stack comprising HTML, CSS, JavaScript, SQL, and PHP. The website serves as an interactive platform, featuring a user-friendly interface to explore my skills, education, and projects. A contact form is integrated, allowing visitors to

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REFERENCE

Available upon request

submit messages and contact information securely. The admin login provides an exclusive space for managing and reviewing these submissions.

- **Web Browser (Mobile)**

Simple web browser developed in Java using Android Studio to allow users to download and install APK in their Android devices. This web browser provides users basic functionalities such as website navigation, add bookmarks, display browsing history, open new tabs and change color theme.

- **Stationery Management System (Group project)**

The Stationery Management System is a robust software solution designed to facilitate efficient management of office supplies. The user-friendly UI allows administrators to log in, oversee stock levels, monitor usage, and receive automated notifications on the dashboard when supplies are running low. This project gave me the opportunity to get involved in the Complete Software Engineering Life Cycle, including initial planning, requirements analysis, risk management, design, implementation, and testing. (In the absence of a tangible user, the maintenance phase has been disregarded here.)

WORK EXPERIENCE

Teacher

Dec 2021 – June 2023 (**BestStart Leeds Street**)

March 2020 – Dec 2021 (**CoKids Thorndon Quay**)

Key Responsibilities:

- Curriculum Development (Plan for learning)
- Individual learning plan, implementation, and assessment
- Partner with external support personnel (e.g. Speech therapist)
- Treaty of Waitangi and Cultural Responsiveness
- Parent and Whānau Partnerships (Parent-teacher interviews, Parents information evenings, Kids Christmas party and other events, etc.)
- E-Learning Delivery (Zoom meetings, Creating E-learning materials)

Head Teacher

Sep 2017 – Dec 2019 (**BestStart Cornwall Street**)

Key Responsibilities:

- Parent and Whānau Partnerships (Parent-teacher interviews, Parents information evenings, Kids Christmas party and other events, etc.)
- Management and Administration (Enrolment)
- Staff Appraisals and Professional Development
- Facilities and Resources Management (Plan and manage budgets)
- Centre Specific Procedures (Review and development)
- Recruitment Support (Interviews)
- Internal Evaluation

OTHER SKILLS AND ATTRIBUTES

Positive and Effective Communication
Strong Work Ethic
Adaptability and Flexibility

Team Collaboration
Problem Solving
Excellent Time Management