

# Zhan H. Yap

12811 Woodbend Place  
Edmonton, Alberta T5N 3V3

## Experience

IT Analyst (Special Projects) Co-op  
Enbridge - Calgary, AB, Canada

January 2013 - September 2013

- ▶ Coordinate a team of 10 contractors to commission multiple new office floors in new buildings & change the shipper services team's required computer assets to meet the requirements.
- ▶ Commissioning Bloomberg terminals for multiple crucial teams for stock trading.
- ▶ Coordinate a team of 4 employees to handle troubleshooting and onboarding for new staffs as a result of an acquisition of a company.
- ▶ Lead a critical pilot project for a group of 50 people arriving from all over North America.
- ▶ Handle day-to-day operations by assisting users with any issues of requirements they have.
- ▶ Specialized in daily use of our forensic encryption software "EnCase" to capture all our employee's hard drive for security reasons.
- ▶ Create documentation on all technical and installation process and store it in Sharepoint.
- ▶ Mentored 2 younger employees on the day-to-day operations and trained them to coordinate projects.

## Skills

### Qualifications


- ▶ **Languages:** Java, C, C++, C#, PHP, JSP, Html5, CSS, Javascript, JQuery, Perl, Prolog, Lisp, AJAX, and JSON
- ▶ **Database:** MySQL, SQL, SQLite, and Oracle
- ▶ **Graphic Software:** 3Ds Max, Blender, Unity, and Microsoft Kinect SDK 1.0
- ▶ **Background:** Object Oriented design, MVC architecture, Database design, Linux, and Game Design
- ▶ Excellent problem solving skills, great verbal and written communication skills
- ▶ Have leadership skills as an IT analyst (Special Projects) at Enbridge.

### Projects (University)


- ▶ **Bioware's Aurora:** As lead programmer, I implemented a wide variety of programs. Among which is the dialogue system that was the core mechanic of our game. I handled the coordination of what should be done each week in terms of programming. We used NeverWinter Night's Aurora engine and toolsets to understand and gain hands-on experience to create a game with a multi-disciplinary team of 5 from other faculties.
- ▶ **Dynamic Diary:** As a UI designer and programmer, I used my creative skills to ensure our application is user friendly and functional. We design a multifunctional diary that saves different types of entries into a database that can dynamically change to meet the user's current needs.
- ▶ **Rehabilitation Assistance Tool:** As lead programmer, I developed the calibration function and the flash games we used. We develop an interactive floor system using Microsoft Kinect as the sensor and a projector to project well designed games onto the floor. The objective was to help patients regain movements in their injured legs. We accomplished that by pinpointing the leg biped of the user and have them play our games as a way to exercise different part of their legs. This project was jointly developed in collaboration with the Glenrose Rehabilitation Hospital.
- ▶ **Mining Safety:** We constructed a 5-minute 3D animation to help employees in the Mines to understand the importance of different safety equipments. We achieved that by using 3Ds Max/Blender in collaboration with 3Di Inc. It is currently being used in the Oil and Gas Industry as one of the orientation videos.
- ▶ **Flickr:** As lead programmer and UI designer, I design the overall structure and layout of the website. I successfully implemented a login/logout setup that uses session correctly, and implemented the data analysis module of our website. I also test our website consistently to ensure it is defect free. The website allows multiple users to log in simultaneously to upload photos, search our database for pictures based on tags and key words, and provide data analysis on all pictures.
- ▶ **Unity 3D:** We design a 3D Unity game "Casualty" that allows the player to find a way out of a warzone by interacting with NPCs with a multi-disciplinary team of 6 from other faculties. As lead programmer I took on the major challenge to implement the inventory system, which is the core mechanic and functionality of our game. I also implemented many of the interactions with objects and aggressors in our levels. I also performed duties of a QA as I was debugging our entire game. I also had to help our programmers, as they were not experienced with coding in Unity.
- ▶ **Petrinary:** We designed a fully fledged website ([www.petrinary.com](http://www.petrinary.com)) that allows pet owners to create profiles for their pets, earn points by completing vaccination accomplishments supplied by vets, and create social connections with other pet owners in their neighbourhood. I improved the business's competitiveness by suggesting to implement an achievement section to increase compliance with veterinarians and increase the popularity and excitement of the website. It was such a triumph as it became the core component of the website. The client Paul Steier was dazzled by my creativity and wants me to work with him on another project through the summer.

### Projects (Personal)

- ▶ Developed a mobile android application to store user created information using a database into a phone's cache using Java and MySQL.
- ▶ Developed a very simple interactive resume online. ([www.interact.zhanyap.com](http://www.interact.zhanyap.com))
- ▶ Developed a non-visual military simulation game using JavaSwing and Java.
- ▶ Freelance developed online resumes for other students.


 **E-mail**  
[zyap@ualberta.ca](mailto:zyap@ualberta.ca)

 **Phone**  
(780) 953-8148

 **Education**  
University of Alberta  
Bachelor of Science  
Computing Science Specialization  
Graduation : April 2014  
Fourth Year's GPA : 3.5

 **Interest**

- ▶ Developing websites
- ▶ Programming
- ▶ Soccer
- ▶ Mountain scrambling
- ▶ Wall Climbing

 **Website**  

- ▶ [www.interact.zhanyap.com](http://www.interact.zhanyap.com)
- ▶ [github.com/zhanhui913](https://github.com/zhanhui913)

References available upon request