

Luke Zhang

Toronto, ON



github.com/Smawllie



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Practical and curious undergraduate computer scientist with excellent leadership and programming skills. Seeking to further develop my software engineering career.

Languages -

Python

JavaScript

С

Shell

React

Haskell

Tools: Numpy, Tesseract OCR, MERN, REST/GraphQL, Tailwinds CSS, VSCode, Git, Jenkins, Jira/Confluence, MV Calculus, Linear Algebra, and Statistics

Work Experience

Scotiabank: DevOps Intern

 DevOps Intern in Payment Modernization department developing pipelines and visualizations to facilitate day-to-day operations for 80,000+ employees

- * Provisioned CentOS development environments for CI/CD utilizing Jenkins, Bash, Ansible, YAML, and Docker
- * Designed and deployed dashboards with crucial DevOps metrics such as lead time, deployment frequency, as well as analytics on level 3 service tickets. Tech stack: Grafana, Python, InfluxDB, and Jenkins
- * Presented deliverable in front of 200 employees and received high praise from the department's VP. Similarly, participated in Scotiabank Intern Hackathon and placed 2nd, winning 3 Amazon Fire Tablets

IFDS: Software Developer

Jan-Apr 2019

Sept-Dec 2019

 Developed Java and Progress ABL incremental compilation software in an Agile team for IFDS's main product, iFast, a worldleading technology solution in the financial industry

Education

University of Toronto: Fourth Year

2017-Present

Computer Science Major (Co-op): Software Engineering Specialist Statistics Minor

GPA: 3.72/4.0

Projects

- Collaborative Code Editor (CodeCollab): Led a team of 3 to develop a web app using myriad technologies: MongoDB, Express, React, Node, TypeGraphQL, TypeScript, Tailwinds, Tesseract, ShareDB Sockets, Digital Ocean, Cloudflare, and Nginx. Received high praise from the professor and ended with a 4.0/4.0. Demonstrates superb capability of quickly learning new technologies and integrating them seamlessly.
- Restaurant Loyalty System (PickEasy Rewards): Led a team of 5 to develop a web app for a real-world client using Scrum, MEAN, and REST. Client was extremely satisfied with our focus on gamification and user experience. Placed 1st in SoftEng course (CSCC01) resulting in a 5% grade increase and received top marks of 4.0/4.0 while the average was 3.3. Demonstrates exceptional leadership, expeditious programming and extraordinary creativity.