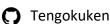
# Johnson Zhong

in johnson-zhong



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### **EDUCATION**

## **University of Toronto**

- Honours B.Sc. in Statistical Machine Learning 2021 (Expected)
- cGPA: 3.01

### **LANGUAGES**

- Python (3 years)
- C# (3 years)
- Java (3 years)
- C (2 years)
- HTML and CSS (2 years)
- SQL/MySQL/NoSQL (1 year)
- Swift (1 year)
- Visual Basic (3 years)
- JavaScript (1 year)

## **TECHNOLOGIES**

- Git and syn
- LATEX
- Node.js
- **MATLAB**
- React
- Jira
- Arduino
- **Android Studio**
- XCode
- Unity

## **CERTIFICATIONS**

#### Cisco

Completed CCNA 1-4 (Cisco Certified Network Associate)

# Workplace Medical Corp.

CPR C and Standard First-Aid Qualified

## **EXPERIENCE**

#### **Comp. Science Final Project Evaluator** Dec 2017 – Dec 2018

- Assisted former high school Computer Science teacher with marking final projects along with 2 other students to demonstrate teamwork and communication
- Evaluated projects based on design, efficiency of code, and style of the project and gave critique to the students to improve their projects

## **PROJECTS**

## Unwinnable Tic-Tac-Toe | Solo

**April 2018 – May 2018** 

- Created a program in Python that plays Tic-Tac-Toe with the player that will always result in a tie or loss for the player.
- Analyzed many games of Tic-Tac-Toe and organized data with MATLAB to develop an algorithm for the best next move that the program can take in a given situation
- Designed supplementary programs that provide the groundwork for the Tic Tac Toe games that can be expanded upon to be used in any type of tile-based board game, demonstrating modular thinking and creative design

# Video Game Developer | Group

2015 - 2017

- Worked in groups of three to develop a story driven turn-based roleplaying game and a roguelike-dungeon crawler game, within 3 months each using Visual Studio, C# and Unity
- Maintained a Google Docs page containing the framework and expectations that the game should meet and daily commits that each team member contributed on
- Generated development reports of the games detailing the genre, setting, plot, and other related information of the game in the manner of presenting reports to clients

# Mobile App Developer | Group

**2017 – Present** 

- Worked with another student to create a dungeon crawler role-playing game for Android and iOS using Android Studio and Swift.
- Created UML diagrams and user stories to organize ideas for game system development and project timeline
- Utilized Jira for project management, issue tracking and recording commit history throughout the development process