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 svn
- 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 role-playing 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