Johnson Zhong

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EDUCATION

University of Toronto

- Honours B.Sc. in Computer Science Software Engineering Stream 2021 (Expected)
- Relevant Courses:
    - Software Engineering
    - Design and Analysis of Data Structures
    - Software Tools and System Programming
    - Databases & Web Programming

LANGUAGES

- C# (4 years)
- Python (3 years)
- Java (3 years)
- C (2 years)
- HTML and CSS (2 years)
- JavaScript (2 years)
- SQL/MySQL/NoSQL (2 years)
- Swift (1 year)
- Visual Basic (3 years)

TECHNOLOGIES

- Git
- .NET Core MVC
- Angular
- LINQ
- .NET Entity Framework
- Node.js
- MATLAB
- Jira
- Arduino
- Android Studio
- XCode

EXPERIENCE

Application Developer Co-op - Softchoice Sept 2019 – Dec 2019

- Migrated legacy service to Microsoft Azure cloud service used to handle hundreds of sales quotes and SoW daily using Azure Function Apps, C#, LINQ, .NET Entity Framework and MongoDB
- Designed responsive UI and backend for internal portal used to track customer subscription reports through RESTful API endpoints using Angular, .NET Core, SQL, Bootstrap and CSS
- Developed chatbot for Microsoft Teams with features such as general QnA, managing SAP HR requests and managing IT service tickets using Microsoft Bot Framework and LUIS AI

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 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