

Caleb Zhou

 <https://www.linkedin.com/in/caleb-zhou-b7a63a281/>

 <https://theoptic57.github.io/portfolio/>

PROFILE

A hardworking computer science graduate with strong coding, design, and full-stack development skills. Currently searching for in-person or remote positions and open to relocation.

TECHNICAL SKILLS

JavaScript (Intermediate), HTML (Intermediate), CSS (Basic), Java (Basic), C (Basic), C++ (Basic), C# (Basic), Python (Basic), MondoDB (Basic), Express.js (Basic), React.js (Basic), and Node.js (Basic)

EDUCATION

Nov 2023 – Jan 2024 – Wiley Edge Academy – Certificate in Software Development: Java and React

Key Subjects – Git and Github, Java Basics, Object Oriented Programming, Intermediate Java, Advanced Java, Relational Databases and SQL, Rest Web Services, Spring Boot Rest with JDBC Template, Spring Boot Full Stack Web Apps, React, Production Support and Financial Concepts

Aug 2020 – Dec 2022 – University of Central Florida – B.S. (3.75 GPA) in Computer Science

Key Subjects – Database Systems, Operating Systems, Processes for Object-Oriented Software Development, Security in Computing, AI for Game Programming, Artificial Intelligence, and Discrete Structures II

EXPERIENCE

Work Experience – Student Software Developer for TechThinkTank– 2022

Description: I partnered with the company Think Tech Tank to create a Microsoft Outlook add-on to help businesses block unwanted spam. This data is then sent to a social media website that my team created.

- Prototyped the website using Figma and created the front-end using Tailwind CSS and React.
- Helped connect the API calls between the React front-end and Amazon DynamoDB.
- Used the Apex Chart library to display all statistics from the Microsoft add-on to the website.

Academic Project – Determination Destination - A Unity Game – 2022

Link: <https://optic57.itch.io/determinationdestination>

Description: I helped created a space-themed puzzle mining game.

- Used Unity 2021.3.10f1 and C# to create game mechanics, including: the inventory, stamina recovery, bartering system, fog of war, digging mechanics, item and enemy physics, dialogue tree, upgrade mechanics, loading zones between levels, and the pause/start/end screen.
- Designed many of the accompanying UI elements to the mechanics above as well the overall design of two levels of the game.
- Used Perforce to manage and share code between team members.

Academic Project – UCF Marketplace Website – 2022

Description: I help created a student marketplace with buying, selling, and sorting capabilities.

- Ideated the concept for a website of market listings with a team.
- Helped set up the outline of the database and frontend using MERN stack.
- Created the front-end using React, Bootstrap, and CSS and helped connect the back-end of the
- Firebase database to the front-end when transferring from MongoDB.