Ethan Zhang

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EDUCATION

University of Toronto   **September 2021 – May 2025**
Honours Bachelor of Science, Computer Science   *Toronto, ON*
- Relevant Coursework: Software Design, Software Tools & Systems Programming, Design & Analysis of Data Structures, Computer Organization, Principles of Programming Languages Introduction to Databases and Web Applications

SKILLS

- **Programming Languages:** Java, C, C#, Python, Javascript, Typescript, HTML/CSS, SQL, Shell Script
- **Technologies:** AngularJS, ReactJS, Ionic, Node.js, Linux, Android Studio, Python Flask, Firebase, IndexedDB, Unity, Git, GitHub, GitLab, Gantt, VioletUML, Microsoft Office

EXPERIENCE

Jonah Group   **September 2022 – December 2022**
Technical Developer Intern   *Toronto, ON*
- Developed fullstack mobile application using **AngularJS** and **Ionic** as a frontend interface for users to log work and complete forms
- Designed complex form elements for user input to be stored in an **IndexedDB** database, using **TypeScript** for forms defined with **JSON** files
- Implemented unit tests to ensure the generation of form elements read from **JSON** files, reducing errors generated by **60%**
- Utilized **Git** and **GitLab** for version control, allowing for intricate planning of sprints and intuitive tracking of work

PROJECTS

BotPeter (Web Scraper Bot) – *HTML/CSS, Javascript, Node.js, Discord API, OpenAI API*   **July 2021 – Present**
- Constructed a web scraper using **Node.js** to process user input, and retrieve and interpret **HTML/CSS** source content from the websites u.gg and champion.gg, removing the requirement for a browser, instead displaying the data on Discord
- Maintained and updated project regularly to ensure the retrieved data is interpreted and displayed correctly depending on user input using the **Discord API**
- Employed **OpenAI API**, allowing for generation of unique text and image generations based on user input

Event Scheduling App – *Java, Android Studio, Firebase*   **July 2022 – August 2022**
- Developed a scheduling application in **Java** using **Android Studio**, making use of scrum with numerous sprints
- Created a real-time data base and user authentication system using **Firebase** that allows for data reading, writing creation and verification
- Incorporated a Model View Controller design and an **object-oriented** approach using classes, interfaces, abstraction, and polymorphism

Elm – *C#, Unity*   **June 2020 – December 2020**
- Led development and programming in an itch.io published survival, rogue-like game in which players traverse through dungeon rooms
- Implemented computational algorithms in **C#** to procedurally generate new terrains and made extensive use of **object-oriented principles**
- Garnered **300+ downloads** within the first two weeks of release; presently **rated five out of five**