

Tom Zhang

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TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, TypeScript, Python, SQL, C, C++, Bash

Frameworks: React, Bootstrap, Tailwind CSS, Node.js, Express

Tools: Git, Linux, AWS

EXPERIENCE

Junior Front End Developer


Sep. 2024 – Dec. 2024

Krachi's Space Technologies

Waterloo, ON

- Developed the front-end of the company website (k-space-technologies.com) using **React** and **Tailwind CSS**
- Implemented features such as the navigation bar and contact form, handled email submissions on the contact form using the library Emailjs
- Ensured cross-device compatibility, and that users across mobile, tablet, and desktop devices could load the website properly
- Improved website for SEO by optimizing meta tags

Python Developer

Apr. 2023 – June 2024 


Centennial Collegiate

Saskatoon, SK

- Developed a **Python** program for my high school's principal to format class schedules into Excel documents for better visualizations, used by schools across Saskatoon
- The program turns class schedules in text format into organized Excel sheets using the library Openpyxl
- I was in charge of the whole project, from communicating requirements to continuously delivering updates
- Gained communication skills by communicating with non-tech-savvy people about technical ideas
- Rewarded for my work with a **\$150 honorarium**, a letter of recommendation from the principal, and a hoodie


PROJECTS

Personal Portfolio Website | *HTML/CSS, JavaScript, React, TailwindCSS*

Jan. 2025 – Feb. 2025 

- Developed my personal portfolio website (tomzhang.netlify.app) using **React** and **Tailwind CSS**
- Implemented features such as interactive image-carousels
- Ensured the website displays properly on all devices and screen sizes

Google Minesweeper Solver | *Python, Git*

Apr. 2023 – June 2023 

- Developed a **Python** program to solve **Google's Minesweeper** game
- Used the library **OpenCV** for image processing and PyAutoGUI for sending click signals
- Developed algorithms including constraint search to find the locations of the mines
- Designed with Object-Oriented Programming principles, including classes for error handling, logging, and settings management.
- Followed the Model-View-Controller architecture, with a model representing the game state, a view window, and a controller to manage the game logic
- Used **Git** for version control throughout the development process, ensuring code maintainability

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Computer Science (GPA: 3.9/4.0)

Sep. 2024 – Apr. 2029