

Tom Zhang

639-525-8318 | t223zhan@uwaterloo.ca | [linkedin.com/in/tom](https://www.linkedin.com/in/tom) | github.com/tom

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
- The program takes class schedules in text format (which are not great for visualization), and turns them into organized Excel sheets
- What would have been tedious manual work was turned into a click of a button, saving a lot of effort for the school staff
- I was in charge of the whole project and understanding needs of the principal
- 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 (hard mode)
- The program captures the computer screen, processes the image, uses an algorithm to determine the locations of the mines, and sends click signals to the computer
- Used the library OpenCV for image processing and PyAutoGUI for sending click signals
- Developed algorithms including binary search to find the locations of the mines
- Applied principals of Object-Oriented Programming to modularize code
- 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