

Tim Zhang

Portfolio: timz.dev



github.com/tymotex



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0493-045-119

EDUCATION

University of New South Wales (UNSW)

February 2019 – Present

3rd year student – Bachelor of Engineering (Software).

Graduating Dec 2022

- Weighted Average Mean: **90.857** (High Distinction).
- Project Team Leader for an educational data structures and algorithms visualiser project in the Computer Science & Engineering Society subcommittee (CSESoc).



AWARDS

- Faculty of Engineering Dean's Award (2020) for being in the top 25 1st & 2nd year engineering students.
- Atlassian 1st place prize for Data Structures and Algorithms (COMP2521) out of 429 students.
- Academic Awards Achievement (AAA) university scholarship.
- Macquarie Group prize for achieving 1st place in SENG2021 out of 32 teams.
- 1st place out of 37 teams in Accenture's 'Hack for Good' Hackathon.
- 2nd place out of 40 teams in the Google Chronicle Hackathon.

WORK EXPERIENCE

University of New South Wales – Academic Tutor

June 2020 – May 2021

Taught tutorial classes for Data Structures and Algorithms (COMP2521) for 3 semesters.

- Delivered 8 hours of tutorial classes and lab demonstrations per week.
- Volunteered extra hours to support students in online help sessions and course forums.
- Achieved a student satisfaction rating of 5.89/6.00.

PERSONAL PROJECTS

- **Galactic-Ed – an intelligent educational platform for Autistic children** galactic-ed.xyz/
 - Currently working for the 'Autism Awareness' charity organisation in a team of 4 to develop a full-stack educational web application that tailors a curriculum for young children using a recommendation engine.
 - Utilised React with Next.js to build the frontend interface for the user dashboard, lesson environments, data visualization graphics and course pages.
 - Used Flask with MongoDB to implement an API for authentication, user analytics and recommendations.
- **Tactile-DS – an interactive data structure and algorithm visualiser** data-structures.xyz/
 - Coded a collection of interactive data structures and algorithms from scratch in C/C++.
 - Wrote Shell and Perl 5 scripts for automatically generating and applying Makefiles in a large C codebase.
 - Developed an interactive CLI using Ruby.
- **Techsuite – a full-stack social networking app for developers** techsuite.dev/
 - Developed a real-time direct messaging and private group messaging system using web sockets.
 - Used Flask to serve endpoints for friendship management, profile personalisation and messaging.
 - Built a responsive frontend interface with React and Bootstrap 4.
 - Designed and implemented relational database schemas for PostgreSQL.
 - Integrated external APIs such as Google, GitHub and HackerNews' APIs for authentication and displaying trending open-source projects and articles.
- **Cosmica – a cross-platform sci-fi strategy game** tymotex.github.io/Cosmica/
 - Developed an open-source cross-platform strategy game using C# with the Unity Scripting API and published it on Google Play.
 - Gained experience in object-oriented system design, event-driven programming, UI design, animations and performance optimisation.
 - Sold the game to a mobile game publisher in May 2021.

SKILLS

- Proficient: C, Python, JavaScript, Node.js, React, Gatsby, Shell scripting
- Familiar: Java, C#, MongoDB, PostgreSQL, Git, SCSS, jQuery, Flask, Express, Perl 5, PyTorch