Tim Zhang

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EDUCATION

University of New South Wales (UNSW)   **February 2019 – Present**

2nd year student – *Bachelor of Science (Computer Science) and Bachelor of Engineering (Electrical)*

- WAM: 91.82 (HD) overall, 93.4 for computer science courses
- Awards:
  - University scholarship: Academic Awards Achievement (AAA).
  - Received the Atlassian 1st place prize for achieving the highest grade in Data Structures and Algorithms out of 429 candidates.
  - Received the Faculty of Engineering Dean's Award (2020) for being among the top 25 highest performing students across all 1st/2nd year students in the School of Engineering.

Ryde Secondary College   **2013 – 2018**

- ATAR: 99.45, Dux of Year 11 and Year 12.
- Student Representative Council member for years 2013-2017 and school prefect member in 2018.

WORK EXPERIENCE

Academic Tutor — University of New South Wales   **June 2020 – Present**

Taught Data Structures and Algorithms (COMP2521).

- Delivered 1-hour online tutorials to a class of 20 students each week.
- Delivered 6 hours of lab demonstrations to over 70 students each week.
- Volunteered 4 hours in additional help sessions and answering online course forum questions each week.
- Achieved a teacher rating of 5.74/6.00 with the average faculty rating being 5.02/6.00.

Freelance HSC Tutor   **September 2019 – June 2020**

Worked as a freelance private tutor, organising face-to-face lessons in HSC physics and mathematics.

PROJECTS & EXTRA-CURRICULAR

- Developed a full-stack web application for social networking and collaboration using React, Flask and PostgreSQL. This project involved implementing a REST API and programming with web sockets and external APIs. Viewable demo at: techsuite.dev.
- Developed computing resources for UNSW students, including a suite of interactive data structures and algorithms written in C. This project also involved writing automation scripts in Bash and Perl. Viewable demo at: data-structures.xyz.
- Developed an open-source cross-platform sci-fi strategy game with C# and the Unity game engine and published it online. Demo and source code viewable at: github.com/Tymotex/Cosmica.
- Developed an IoT plant propagating system with Python, Flask and InfluxDB which automatically posts data snapshots to a REST API. This project also involved building a web dashboard for controlling motors and viewing real-time sensor data. Source code: github.com/Tymotex/Hydroponix.
- Led a team of 8 in developing an autonomous delivery vehicle over 9 weeks and produced the only functional prototype out of 144 participants. Showcase: youtube.com/watch?v=ogIqlcZ1EoI.
- Led a committee of 10 people in organising a week-long charity drive for North Ryde Community Aid.

SKILLS

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