Yiyang Zhou

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Education

University of Toronto *Toronto, ON*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE *May 2018 - Present*
- **GPA** 3.88/4.0
- **Coursework** Data structure, Software Design Linear Algebra, Calculus, Discrete Mathematics, Object-Oriented Programming

Skills

Programming Languages	HTML, CSS, JavaScript, Python, Java, C
Tools	Git, SVN, node, React
Languages	English, Mandarin

Experience

Scrum Master

COURSE SOFTWARE DESIGN *September 2019 - December 2019*
- Serve as scrum master for a five-people team in course, Software Design to develop an android E-business application that stores data with SQLite and gives admins, employees and customers access to different sets of functionalities.
- Coordinate time schedules and workload for group members to make sure a friendly working environment and the project to be finished before deadline.

IT Department in 021

021: A STUDENT ASSOCIATION OF THAT PROVIDES ACADEMIC AND CAREER SUPPORT TO STUDENTS *September 2019 - PRESENT*
- Develop and maintain the website of 021 within a group using knowledge of HTML, CSS and JS. Realize the "Projects" page and the background effect myself.
- The homepage of 021: http://chinese-network.org/
- Currently working with the department leader on a photograph application, LensWhale.

Media Department of CSSA

CSSA: THE BIGGEST CHINESE STUDENT ASSOCIATION IN TORONTO *September 2019 - April 2020*
- Maintain the website of CSSA by updating new features and posts through wordpress
- Learn requirements from other departments, and do "Weekly Update" on a weekly basis to note down recent activities of CSSA
- The homepage of CSSA: https://utsccssa.com/

Projects

Personal Blog

January 2020 - PRESENT
- Successfully set up a personal blog using React.js and next.js
- The blog shares personal insights and techniques in exciting computer-science and math topics.
- The blog page: https://blog.vialor.now.sh/

JS cool stuff

March 2020 - PRESENT
- A Github repository contains many fun implementations with mainly JavaScript and CSS, like Simple Piano, Chat Robot(using qingyunke API) and etc.

Plane Game

May 2019 - June 2019
- Individually developed a simple plane game based on pygame using object-oriented programming skills and knowledge from python.
- The game can be found on my github page.

Show Weather

May 2020 - PRESENT
- A next.js project mainly based on OpenWeatherMap API. This project is still under development.