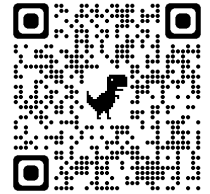


SHUAI ZHU (VINCENT)

Aspiring Software Engineer

✉ vincent.zhu@mail.utoronto.ca ☎ (+1) 647-861-6833 📍 Toronto, Canada
in <https://www.linkedin.com/in/shuai-zhu-74b983220/> 🌐 <https://github.com/Vincentzs>
🔗 <https://vincentzs.github.io/Shuai-Zhu/>

🔗 Portfolio Web



📁 EXPERIENCE

Intern Software Engineer in Test

Veeva Systems

📅 May 2022 – Present 📍 Toronto, Canada

- Developing new software for automation testing features and tools using Java and Cucumber.
- Developed Data Creation automation tool using MDL (internal DDL) and Java which saved 100% time for data creation and approximately \$70,000/yr for the company.
- Practiced agile methodology (Scrum) in alternate daily stand up, sprint planning, code reviews, and code base management.

🔗 PROJECTS

Path-finding Algorithm Visualizer

Python, PyGame

- Built a full-stack application that visualizes five search algorithms (A-Star, Dijkstra's, Bidirectional, Breadth-First, and Depth-First Search Algorithms).
- Integrated a random maze generator using recursive backtracking.
- **Result:** Increased proficiency in PyGame by 30%.

Snake Game

Python, PyGame

- Created a 2d desktop game with integrated graphics and audio.

Academic Planner

Java, SQLite, fxml

- Created a desktop application in a group of six with GUI(fxml) and SQLite to help students schedule academic deadlines and university events.
- Applied CRC cards, SOLID Principles, Clean Architecture, Design Patterns
- **Result:** Improved time management by 10%.

Video Game Social Media Design: Harmony

Figma, Double Diamond Model of Design

- Worked alongside Chair of Programming at TorCHI to conduct primary secondary researches and usability testings to create an high-fidelity prototype to create a more interactive and positive multiplayer game community.
- **Result:** Top 5 in the class.

Space Jet Game: Jet YZ

Assembly Language

- Designed an infinite pixel art game that the player can shoot incoming asteroids with the help of various pick-up items/upgrades, difficulty increases.
- **Result:** Top 10 in the class.

Puzzle Solver

Python

- Built an automatic puzzle solver for Sudoku, Word Ladder, and Expression Tree Puzzles.
- **Result:** 100% Accuracy in any puzzles given.

🎓 EDUCATION

B.Sc. in Computer Science cGPA 3.2/4.0

University of Toronto St.George Campus

📅 Sep 2019 - Apr 2024 📍 Toronto, Canada

📖 Data Structures & Algorithms, Software Design, Databases, UI/UX Design

</> PROGRAMMING

Python

Java

SQL

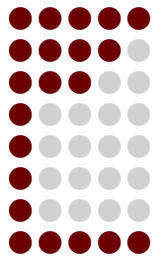
JavaScript

HTML/CSS

C

Assembly Language

Latex



⚙️ SKILLS

Linux Git Shell Bash

🏆 ACHIEVEMENTS

- Top 3 Actuarial Students' National Association Case Competition: 2022

📁 HACKATHONS

- Google Developers Solution Challenge: 2022
- UofTHacks IX: 2022

🌟 CERTIFICATES

- UofTAI: LearnAI 2022-2023 (In Progress)
- Codecademy Full Stack Engineer (In Progress)

❤️ INTERESTS

UofT Kendo Club Aquarium
Game Finance Nature Eating
Technology