SHUAI ZHU

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/

💼 EXPERIENCE

Intern Software Engineer in Test
Veeva Systems

📅 May 2022 – Present ♦ Toronto, Canada

- Developing new software for automation testing features and tools using **Java**, **Selenium**, and **Cucumber**.
- Developing AI chat-bot assistant for new hires using **Dialogflow**, **React.js**, and **Node.js**.
- Practiced agile methodology (Scrum) in alternate daily stand up, sprint planning, code reviews, and code base management

⑂ PROJECTS

Snake Game
Python, PyGame

📅 Sept 2022

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

Path-finding Algorithm Visualizer
Python, PyGame

📅 May 2022

- Built a full-stack application that visualizes four search algorithms.
- Implemented A-Star, Dijkstra's, Bidirectional, Breadth-First, and Depth-First Search Algorithms.
- Integrated a random maze generator using recursive backtracking.

Academic Planner
Java, SQLite, fxml

📅 Dec 2021

- Created a desktop application in a group of six with GUI(fxml) and SQLite to help students schedule their academics and student-life goals and events.
- Applied CRC cards, SOLID Principles, Clean Architecture, Design Patterns

Video Game Social Media Design: Harmony
Figma, Double Diamond Model of Design

📅 Dec 2021

- Worked alongside Chair of Programming at TorCHI to conduct primary secondary researches and usability testings to prototype an app that creates a more interactive and positive multiplayer game community.

Space Jet Game: Jet YZ
Assembly Language

📅 Aug 2021

- Designed an infinite pixel art game that the player can shoot incoming asteroids with the help of various pick-up items/upgrades, difficulty of game increases as the game progresses.

Puzzle Solver
Python

📅 Aug 2020

- Built an automatic puzzle solver Sudoku, Word Ladder, and Expression Tree Puzzles.

🎓 EDUCATION

B.Sc. in Computer Science cGPA 3.2/4.0

University of Toronto St.George Campus

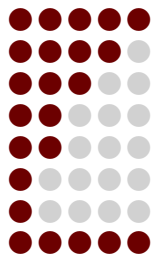📅 Sep 2019 - Apr 2024 ♦ Toronto, Canada

</> PROGRAMMING

Python	●●●●●
Java	●●●●○
SQL	●●●○○
JavaScript	●●●○○
HTML/CSS	●●●○○
C	●●○○○
Assembly Language	●●○○○
Latex	●●●●●

⚙ SKILLS

React.js Node.js Linux Git
Shell Figma Jira Confluence

📕 COURSES

- Algorithm Design, Analysis & Complexity
- Data Structures & Analysis
- Software Design
- Software Tools & System Programming
- Databases
- UI/UX Design
- Linear Algebra
- Statistics for Comp Sci
- Calculus I & II

🏆 ACHIEVEMENTS

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

💻 HACKATHONS

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

🌐 LANGUAGES

Chinese	●●●●●
English	●●●●○