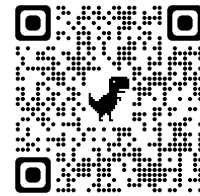


SHUAI ZHU (VINCENT)

Aspiring Software Engineer

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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** and **Cucumber**.
- (On going): Developing automated testing tool for build deployment, static environment reruns, and jira ticket status tracking.
- (On going) 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 five 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 academic deadlines and university 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 create an high-fidelity prototype to create 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 increases.

Puzzle Solver

Python

📅 Aug 2020

- Built an automatic puzzle solver for 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

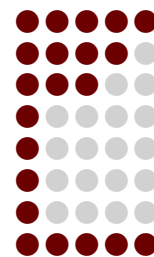
JavaScript

HTML/CSS

C

Assembly Language

Latex



SKILLS

Linux

Git

Shell

Bash

Figma

Jira

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

