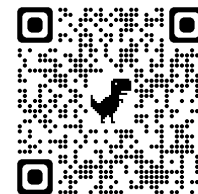


SHUAI ZHU (VINCENT)

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**.
- (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

Path-finding Algorithm Visualizer

Python, PyGame

- 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.

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**

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.

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.

Puzzle Solver

Python

- 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

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

</> PROGRAMMING

Python

Java

SQL

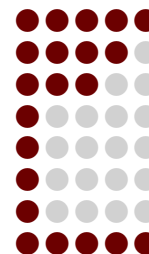
JavaScript

HTML/CSS

C

Assembly Language

Latex



⚙️ SKILLS

Linux Git Shell Bash Figma
Jira Postman

🏆 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 Fire Eating

🌐 LANGUAGES

Mandarin
English

