SHUAI ZHU (VINCENT)
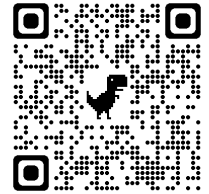
Aspiring Software Engineer

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in https://www.linkedin.com/in/shuai-zhu/   ⬡ 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**.
- (In progress) Developing Data Creation automation tool using **MDL (internal DDL)** and **Java** which saved **100% time** for data creation and equivalent approximately $5,800,000/yr of productivity 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)
- Codeacademy Full Stack Engineer (In Progress)

♥ INTERESTS

`UofT Kendo Club` `Aquarium` `Game` `Finance` `Nature` `Eating` `Technology`