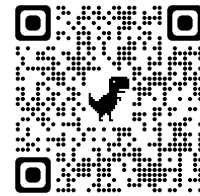


# SHUAI ZHU (VINCENT)

## 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, 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

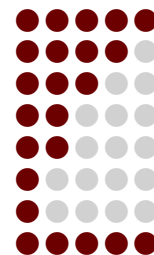
JavaScript

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

