

Hongrui(Jason) Zhang

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SUMMARY

Hi, name is Jason. Master of Information Technology (Computing) student at The University of Melbourne, eager to secure a role in entry level software developer. Skilled and experienced with software and game development. Able to problem solve, collaborate as part of a productive team and self-manage independent projects

EDUCATION

Master of Information Technology Mar 2022 - Jan 2024

The University of Melbourne

- Major is in AI direction, studied NLP and AI planning by python
- Currently working on final year project, Insulin Dose Calculator App for Royal Melbourne Hospital, based on SMART FHIR

Bachelor of Information Technology

Jul 2018 - Nov 2021

Monash University

- Major is Game Development and Interactive Media, learnt about game development and design, and in final year, designed game play and functionality and developed most of C++ code
- Also learnt Java and Android App development and got good grades in Java, Android App development ,Maker Lab,Artificial life,artificial intelligence and virtual environments

RELEVANT EXPERIENCE

Teenager Python lessons developer

Jul 2021 - Feb 2022

Chenma, Beijing,China

- Created teenager python algorithm lessons, code, powerpoint, lessons video, for example, how to make the lessons easier for the teenager to understand a complex algorithm

Concierge

Jan 2023 - Jan 2023

Aurora Melbourne Central, Melbourne VIC

- Serving residents and dealing with problems. For example, collecting deliveries and helping residents find lost deliveries.
- Managed handover issues on concierge system. For example, resident registration system, guiding residents to sign up for new resident registration system and teaching them how to use it and how to find the delivery. (There are a lot of issues on concierge system since the company just moved into Aurora.)

KEY SKILLS

- Python
- C++
- Java

- Android Studio
- Git
- Photoshop
- Premiere Pro
- 3D modelling by Maya
- Unreal Engine 4
- Game design

PROJECT

The Island - Key responsibilities

May 2020 - Jun 2021

Product owner and Main Game Programmer, Melbourne and Online

- Designed game story and mechanics, for example how to play this game, where the game can "hook" player;
- Built Item system, Crafting System, Item spawning, Item interaction and Shooting system as game design document(All finished by C++);
- Created UI functions and Draw;
- Acted as a PRODUCT OWNER on projects, assigned work, held meetings, and communicated with tutors;
- Lead whole team to finish project, for example helping team members solve problems;
- Coordinate different opinions of members and finally decide on best one

Covid-19 Station

Jul 2020 - Nov 2020

Product Owner, Melbourne

- Design whole systems;
- Micro-bit and Arduino design and Program;
- Handling of wood products

REFERENCES

Tutor

Ryan Olsen, Monash University

- Graduate project lead tutor