

Hongrui(Jason) Zhang

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SUMMARY

Having graduated with a Master of Information Technology (Computing) from The University of Melbourne, I am now seeking an entry-level position in software or game development. My expertise lies in developing innovative software solutions, solving complex problems, collaborating effectively within teams, and managing projects independently

EDUCATION

Master of Information Technology

Mar 2022 - Jan 2024

The University of Melbourne

- My major focuses on AI, covering areas such as NLP, Computer Vision, and AI planning, using Python
- In final year project, Insulin Dose Calculator App for Royal Melbourne Hospital, based on SMART FHIR, React App
- Developed a social fitness mobile application for the Android platform in collaboration with team members

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

TECHNICAL SKILLS & TOOLS

- Programming Languages
 - Python
 - C++
 - Java
 - R
- Development Tools
 - Android Studio
 - Git
 - Unreal Engine 4
 - Confluence
 - Trello
 - Slack
- Design Software & skills
 - Photoshop
 - Premiere Pro

- 3D modelling by Maya
- Reaper(Audio)
- Tableau
- UI/UX Design
- Software development methodologies
 - Agile Methodologies: Scrum
 - Sprint Planning, Reviews & Retrospectives
- Development Skills
 - Website Design and Development
 - Game Design and Development
 - Game Immersive Environment Design

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 lessons easier for teenager to understand a complex algorithm

Concierge

Jan 2023 - Jan 2023

Aurora Melbourne Central, Melbourne VIC

- Provided high-quality, personalized service to residents, enhancing their living experience.
- Oversaw front desk operations, including managing incoming calls, coordinating mail and package deliveries, and maintaining records.
- Acted as a liaison between residents and management, ensuring clear and effective communication of policies, announcements, and updates.
- Monitored security cameras and maintained logbooks to ensure the safety and security of residents and property.

Achievement

Effectively bridged communication between residents and management, enhancing information flow for timely and accurate delivery. Spearheaded rapid response initiatives to service requests and issues, significantly boosting resident satisfaction and improving relations with management. Strengthened apartment security through vigilant monitoring and prompt emergency response measures.

VOLUNTEERING

Social Media Department Manager

Apr 2022 - Nov 2023

Research Center for Global Youth (China)

- Collaborated with researchers to assist in the completion of reports or documents for publication on social media platforms
- Coordinated personnel to complete tasks through estimating workloads and/or resource requirements

PROJECT

The Island

May 2020 - Jun 2021

Team Leader and Main Game Programmer, Melbourne and Online

- Designed game story and mechanics, for example how to play the 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 team leader on projects, assigned work, held meetings, and communicated with tutors;
- Led the entire team to successfully complete the project, resolving complex challenges and facilitating problem-solving among team members;
- Coordinate different opinions of members and finally decide on best one

Achievement

Successfully designed and implemented an immersive game environment for 'The Island' . Spearheaded the development of core game functionalities, including item systems, crafting, item spawning, interactions, and shooting mechanisms, all engineered in C++. These innovations significantly enhanced game interactivity and player experience.

Covid-19 Station

Jul 2020 - Nov 2020

Producer, Melbourne

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

Desktop SMART Insulin Calculator App (Phase 1)

Jul 2023 - Dec 2023

Architecture Lead, Melbourne

- Program the Feedback function with React and nodejs
- Wrote the User Story and Sprint 3 Test Plan document, contributing to the project's strategic planning and execution
- Responsible for identifying technical risks, developing mitigation strategies, and managing technical debt to ensure system stability and performance

Achievement

Successfully led the architectural design and collaborative development of the 'Desktop SMART Insulin Calculator App (Phase 1)', surpassing client expectations by flawlessly executing project deliverables. Spearheaded the creation of a critical feedback feature and developed comprehensive test cases based on client-provided insulin calculations, demonstrating technical expertise and client-centric problem solving. Authored the Sprint 3 test plan document, ensuring rigorous quality control and project alignment with client needs.

REFERENCES

Tutor

Ryan Olsen, Monash University

- Graduate project lead tutor