

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. I am passionate about developing innovative software solutions, solving complex problems, introducing new ideas, and coordinating technical projects.

EDUCATION

Master of Information Technology

Mar 2022 - Jan 2024

The University of Melbourne

- The learning journey has focused on artificial intelligence and some other direction covering below key areas
 - Mobile computing systems programming by using Android Studio and Java
 - Software development processes and management based on agile methodology
 - Natural language process
 - Computer vision
 - Artificial intelligence planning
 - Information visualization
 - Cryptocurrencies and decentralised ledgers
 - Solidity smart contracts

Bachelor of Information Technology

Jul 2018 - Nov 2021

Monash University

- The study is specialised in game development and interactive media with below practical areas
 - Android mobile app development by using C++ and Java
 - 3D modelling including basic modelling, texture, skeleton modelling, animation modelling and immersive 3D environment setup
 - Programming with C++ within Unreal Engine 4, C++ graphic programming
 - Game design including game story script writing, level design, game progression design and game programming
 - Game AI programming including search algorithms, state machine, neural networks and path planning
 - Web UI design

PROFESSIONAL SKILLS

- Programming Languages: Python, C++, Java and R
- Development Tools: Android Studio, Git, Unreal Engine 4, Unity, Confluence, Trello and Slack
- Design Software & Skills: Photoshop, Premiere Pro, 3D modelling by Maya, Reaper (Audio), Tableau and UI/UX Design

- Soft Skills: requirement gathering, problem-solving, documentation, presentation and communication, stakeholder management, team management and project management

PROJECT EXPERIENCE

Project 1 - The Island

May 2020 - Jun 2021

Monash University

Team Leader and Principal Game Developer

Responsibility

- Lead the design the game story and mechanics
- Build item system, crafting system, item spawning, item interaction and shooting system
- Design and create UI functions and draw
- Lead team to resolve complex problems during the build and overcome challenges
- Facilitate brainstorming sessions and workshops with stakeholders
- Gather and document requirement
- Facilitate the definition of epic and stories
- Sprint planning
- Facilitate the stand up session
- Manage the team performance and review the team work
- Release management
- Facilitate the hand over session after the project go live

Achievement

- Successfully deployed an immersive game environment as a key milestone for the project
- Spearheaded the development of core game components that form the foundation of the end product
- Enhanced game interactivity and player's experience via innovative ways of development

Project 2- Covid-19 Station

Jul 2020 - Nov 2020

Monash University

Software Developer

Responsibility

- Brainstorm ideas and prototype
- Design a system that can monitor body temperature and automate alcohol disinfection modules
- Develop all functionalities by using Micro-Bit and Arduino platforms
- Assemble and test the entire station to ensure all components functioning as expected and meeting the design specifications

Achievement

- The project has been highlighted by the sponsor as a successful prototype representing an innovation in COVID 19 preventive measures

Project 3 - Desktop SMART Insulin Calculator App Phase 1

Jul 2023 - Dec 2023

Royal Melbourne Hospital

Software Developer

Responsibility

- Design and build the feedback feature and some insulin calculation test cases by using React and Node.js
- Gather requirements from business stakeholders and develop user stories
- Contribute to sprint planning and execution
- Facilitate the sprint testing plan and script testing scenarios
- Supervised the risk management by identifying technical risks, developing mitigation strategies, and managing technical debt to ensure system stability and performance

Achievement

- Successfully delivered the feedback feature as a key milestone on time
- Helped business stakeholders to develop a structured test planning and test cases that leads to the success of testing phase

PROFESSIONAL EXPERIENCE

Teenager Python Lessons Developer

Jul 2021 - Feb 2022

Chenma, Beijing, China

Responsibility

- Responsible for designing engaging and educational coding courses suitable for children
- Developed detailed curriculum outlines and teaching processes, specifying the objectives and key points of each lesson
- Authored example code used in courses, ensuring the code was simple, clear, and accessible for children to understand and learn
- Recorded high-quality course videos, clearly explaining programming concepts and procedural steps
- Created PPTs and other supporting materials needed for the courses, enhancing the teaching effectiveness

Achievement

- Delivered high-quality algorithm lessons that proved to be suitable for teenagers
- Release of algorithm lessons contributes to the increase of campaign clicks by 15%

Concierge

Jan 2023 - Jan 2023

Aurora Melbourne Central, Melbourne VIC

Responsibility

- Provide high-quality and personalized customer service to residents enhancing their living experience
- Supervise front desk operations and customer interaction
- Champion the communication between customers and management
- Manage the safety and security compliance

Achievement

- Enhanced customer satisfaction via high-quality customer service and effective communication
- Improved the customer relationship with property management by channeling communication efficiently

VOLUNTEERING

Social Media Department Manager

Apr 2022 - Nov 2023

Research Center for Global Youth (China)

- Assist researchers in the completion of reports and documents for publication on social media platforms
- Facilitate workload forecast and resource planning to streamline the task completion process

REFERENCES

Ryan Olsen, Monash University

- Graduate project lead tutor