Yingshuo(Andrew) Zhang

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 Github

Education

University of Waterloo   **September 2020 – April 2025**

Bachelor of Computer Science, Artificial Intelligence Specialization, term 2B

Cumulative Average 97.21%

Related Coursework:

- CS240 Data Structures
- CS241 Compiler
- CS246 Object Orient Programming
- CS341 algorithms
- CS350 operating system
- Database (Stanford Online)

Experience

Huawei technologies Canada Co.   **January 2022 – April 2022**

- Incoming Software Engineering Intern, Distributed Database group.

Skills and Tools

Language

- Java, JavaScript(ES6), HTML/CSS, C++, C, Python, SQL

Tools and Frameworks

- Git, React, Spring Framework, Node.js, Bootstrap, PostgreSQL, Postman, MySQL, Linux

Selected Projects

Memo   **May 2021 - June 2021**

- Developed a full stack webpage project allowing users to share memorable events with their family and friends. Users can upload pictures, write down feelings, and add comments and likes to others' sharings freely.
- Utilized **React**, **Express.js**, **MongoDB**, **Node.js** to display and transfer data between clients and the server.

Reddit Clone   **July 2021 - September 2021**

- Developed a clone project of the popular **Reddit** Social Media, designed **RESTful** style API to support users to login, create posts, comment and vote on others' posts.
- Designed back-end components via **Spring Boot** in **Java**, used **Angular JS** to bind data to views and synchronize data with server.
- Used **Spring Security** and **JWT** to implement the user registration, login and logout system, utilized **RabbitMQ** to shorten the send of authorization email from **10**s to **1**s.

Face Recognizer   **October 2021**

- Utilized **Cascading Classifiers** and **OpenCV** to recognize the **Haar-like features** of pictures in **Python**.
- Reached **95**%+ accuracy on human face recognition, and worked effectively when integrated with web cameras.

Catan game   **August 2021**

- Developed a text-based variation of famous Catan game using **C++**.
- Demonstrated **Object Oriented Programming** along with inheritance, **Observer Pattern**, **MVC Pattern** to deal with the cohesion among players, game board, and game controller.
- Worked in a group of 3 people, used **Git** for version control, made overall arrangements to the work distribution, contributed over **80%** of source code, used **TDD** to achieve **95+%** test coverage.

Achievements

UWaterloo Dean's Honour's List   **September 2021 - Present**

- Maintaining an excellent academic standing for consecutive 3 terms.

UWaterloo Computer Science International Student Upper-Year Scholarship   **July 2021**

- 1 of 8 awards valued at $15,000 for 2nd year Computer Science International students with best academic performance and passion for Computer Science.