Zi Gao

Software Developer

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➕ EMPLOYMENT

Wind River – Subsidiary of Intel
Software Intern   Ottawa, ON
May 2018 to Current

- Began work on a neural network model using **TensorFlow** to dynamically detect and analyse test case failures (personal side project)
- Created **automation test** code for scheduled and regression testing in **C**
- Implemented **symmetric multi-processing code** for VxWorks GuestOS
- Developed bash scripts for future environment setup and configuration, reducing time spent by **90%**
- Practiced software development and testing using **Agile** methodology

Freelance
Full-Stack Web Developer   Ottawa ON
Jun 2017 to Current

- Designed **UI and UX**, created **mockups**, wireframes and control flow charts
- Programmed the front end of many websites using **HTML, CSS, jQuery and React**
- Developed server-side code and queried data requests using **PHP** and **MySQL**
- Configured online server hosting services and bought domain names

Tim Hortons
Supervisor/Employee Trainer   Ottawa ON
Aug 2015 to Mar 2017

- Developed **leadership and communication** skills while training new employees, supervising them during shifts, and conducting monthly performance evaluations
- Established strong **time management** skills by organizing and prioritizing tasks in a fast paced environment

➕ PROJECTS

Schedulus – Node.JS, Express, Firebase, Cisco Spark API ·
Feb 2018 to Feb 2018

- Created Cisco Spark chat bot that posts, configures, and updates schedules
- Configured Express server and set up Firebase for storing scheduling data
- Programmed parsing functions in Node.JS to return formatted schedules to users

Foodie – Python, jQuery, AWS/Google APIs · Jan 2018 to Jan 2018

- Implemented the AWS Rekognition OCR API to parse text from pictures into actual text, Google Translate API to translate foreign menu items
- Coded dynamic front-end views for mobile web-app
- Led team to successful project completion in under 24 hours at Hack Concordia

Virtual Fighterz – Processing, Java : · Jun 2017 to Jun 2017

- Created a virtual fighting game where the camera picks up the player's joints via image processing and tracks them
- Implemented a two player fighting mode connected via network
- Designed a custom and efficient unit collision detection algorithm

More Projects can be Found at ZiGao.io and on my Github

➕ SKILLS

Web Development: React.JS, Node.JS, HTML/CSS, Firebase, MySQL, PHP
App Development: Java, Android Studio, Python, TensorFlow, Processing, C
Additional Skills: Git VC, Arduino, AWS and Google Cloud APIs, Bash Scripting, Linux, OOP

➕ EDUCATION

University of Ottawa
Bachelor of Software Engineering
Expected 2022

Coursera – Stanford University
Data Structures and Algorithms

Coursera – University of Michigan
Back End Web Development

Coursera – Stanford University
Introduction to Machine Learning

➕ AWARDS

The Governor General of Canada ·
Governor General's Academic Medalist 2017
97 Average Gr.11, 98 Average Gr. 12

University of Waterloo ·
Canadian Computing Competition Certificate of Distinction 2017

Schulich Foundation ·
Schulich Leader Nominee 2017

University of Ottawa ·
Chancellor's Scholarship Finalist 2017