Zane

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Career Objective

Recent Master of Information Technology graduate with a Bachelor's degree in Business and skills in front-end and full-stack development. Eager to apply my project experiences and technical abilities in an entry-level position or internship. Seeking to join an innovative organization to contribute to impactful projects and further develop my skills.

Education

Master of Information Technology (Major in Software Development) University of Technology Sydney

2022 - 2024

Bachelor of Business (Major in Finance, Sub-major in IT) University of Technology Sydney 2019 - 2021

Technical Skills

Programming Languages:

- **HTML & CSS**: Developed web pages with a focus on user-friendly design and seamless functionality.
- **JavaScript**: Applied to web development for interactive purposes.
- **TypeScript**: Knowledge of complex types, union types, type narrowing, and object type.
- **C#**: Applied in win-form project.
- **Python**: Proficient in data analysis using Jupyter Notebook, NumPy, and Pandas within Anaconda.
- **SQL**: Experienced in fundamental database operations for effective data extraction and manipulation.
- Swift: Basic knowledge of development principles.

Frameworks and libraries:

- React: Beginner in React, developing web applications, focusing on JSX and state management.
- jQuery: Enhanced web pages using JavaScript libraries.

Tools:

• **Git & GitHub**: Familiar with version control flow and teamwork.

Personal Projects

Personal Portfolio Website (React, JavaScript, HTML&CSS)

zanewangxx/personalportfolio

- Applied React functionalities such as useState, useEffect, React-icon, EmailJS.
- Implemented interactive design elements and animations to enhance user engagement and visual appeal.
- Ensured **full responsiveness** of the website, optimizing for a seamless user experience across all device screen sizes.

Notes-app

(React, JavaScript, HTML&CSS)

zanewangxx/react-notes

- Developed and implemented routes using React Router DOM.
- Designed Notes, Create Note, and Edit Note pages.
- Implemented functionality for creating, editing, and deleting notes.
- Created a custom hook, useCreateDate, for managing note creation dates.
- Integrated local storage for saving and retrieving notes.
- Developed a search functionality for efficient note retrieval.

WinFromApp (C#, Visual Studio)

- Developed a user-friendly expense tracker with WinForms and .NET 6 for managing and analyzing daily expenses.
- Enhanced user experience with advanced **search functionalities** and detailed spending reports.
- Integrated secure user authentication and managed SQL Server Express backend for optimal data storage and retrieval.
- Utilized LINQ for sophisticated data querying, ensuring efficient performance.
- Conducted comprehensive unit testing and debugging to ensure application reliability.
- Leveraged Visual Studio 2022 for development, testing, and deployment.

Recreate Game (C#, Visual Studio, Unity)

- Developed key components of a Pac-Man style game for an academic assessment.
- Implemented a robust **Git workflow** with multiple branches for feature development (audio, visuals, level layout, and player movement).
- Created an interactive game environment with Unity and C#, using custom visual and audio assets.
- Designed and implemented a user authentication system and manual level layout using a 2D array to accurately recreate the original game's first level.

Some Relevant Coursework

Internet Programming University of Technology Sydney

02/2023 - 5/2023

- Developed a solid understanding of Internet and World Wide Web principles, including TCP/IP, protocols, and n-tier architecture.
- Proficient in DHTML, JavaScript, AJAX, and website design principles.
- Utilized JavaScript libraries like jQuery to enhance web pages.
- Gained introductory knowledge of XML documents and their web applications.
- Experienced in PHP server-side scripting and Unix for website management across various Unix Operating Systems.

Fundamental of Software Development University of Technology Sydney

08/2022 - 11/2022

- Acquired fundamental knowledge of contemporary software development principles.
- Developed skills in software modeling, analysis, design, development, and evaluation.
- Utilized various programming techniques and tools to implement software systems.
- Applied testing techniques to ensure software quality and functionality.
- Engaged in peer learning and collaboration to enhance individual and group tasks.

Fundamental of Interaction Design University of Technology Sydney

08/2022 - 11/2022

- Acquired understanding of human-computer interaction (HCI) and interaction design principles.
- Developed skills in **designing**, **evaluating**, **and implementing** interactive computing systems.
- Applied various techniques and tools for designing usable technology.
- Designed digital prototypes to enhance usability and user experience.
- Engaged in collaborative problem-solving and group discussions to refine design solutions.

Other Skills

Teamwork:

- Collaborated effectively on group assignments, demonstrating strong communication and coordination skills.
- Managed workload allocation and project timelines to ensure timely completion of tasks and objectives.
- Fostered a collaborative team environment, promoting open communication and **teamwork** to overcome challenges and achieve goals.

Languages - Bilingual proficiency in English and Chinese (Mandarin).