

# Zane

Email: [zhenwangxa@gmail.com](mailto:zhenwangxa@gmail.com)

Mobile: 0431 734 875

Github: [zanewangxx](https://github.com/zanewangxx)

## Career Objective

---

Enthusiastic Master of Information Technology candidate with a bachelor's degree in business, poised to leverage a robust foundation in business principles and a growing expertise in front-end and full-stack development. Self-taught in diverse IT skills and with hands-on project experience in software development from academic coursework, I am eager to apply my creative and technical abilities in a dynamic team. Seeking to join an innovative organization through a Graduate Program, an entry-level position or internships, where I can contribute to impactful projects and further hone my skills in a practical, technology-driven environment.

## Education

---

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

**Completion in June/2024**

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

**2019 - 2021**

## Technical Skills

---

### Proficient:

- **HTML & CSS:** Developed static web pages with a focus on user-friendly design and seamless functionality.
- **JavaScript:** Applied to web development for interactive purpose.
- **TypeScript:** Known the syntax of TS, such as complex types, union types, type narrowing and object type.
- **React:** Beginner in React, developing web application, focus on JSX, state management, etc.
- **Git&github:** Familiar with git control flow and teamwork.

### Experienced:

- **Python:** Proficient in conducting comprehensive data analysis using tools such as Jupyter Notebook, NumPy, and Pandas within the Anaconda platform.
- **SQL:** Experienced in executing fundamental database operations with precision and efficiency to extract and manipulate data effectively.

- **Java, C#, iOS:** Applied software development in Java and C# programming languages. Basic knowledges of iOS development principles.

## Personal Projects

---

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

[zanewangxx.github.io](https://zanewangxx.github.io)

- Designed and developed a personal website using HTML, CSS, and JavaScript, showcasing technical proficiency and creative design skills.
- 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.

### Spotify Playlist Maker (React, JavaScript, HTML&CSS)

- Developed a React web app that allows users to search for Spotify tracks, create playlists and export to Spotify account.
- Utilized modern JavaScript, React Hooks and CSS for dynamic and responsive interface.
- Currently refining functionality and fix the issues.
- The project is hosted on Github and demonstrates practical skills in API integration, front-end development.

### WinFromApp (C#, Visual Studio)

- Developed a Simple Expense Tracker using WinForms and .NET 6, featuring a user-friendly interface for managing and analyzing daily expenses, including expense categorization and date-specific tracking.
- Enhanced user experience with advanced search functionalities to filter expenses by category and generate detailed reports on spending analytics.
- Integrated secure user authentication and managed a SQL Server Express backend, optimizing data storage and retrieval for performance efficiency.
- Implemented LINQ for sophisticated data querying and conducted comprehensive unit testing and debugging to ensure application reliability.
- Utilized Visual Studio 2022 throughout the development, testing, and deployment phases, exploiting its full suite of features to enhance productivity.

### **Recreate Game (C#, Visual Studio, Unity)**

- Developed key components of a Pac-Man style game as part of a structured academic assessment.
- Implemented a robust Git workflow with multiple branches for feature development including audio, visuals, manual level layout, and player movement.
- Utilized Unity and C# to create an interactive game environment, incorporating custom visual and audio assets to differentiate from the original game design.
- Designed and implemented a user authentication system and manual level layout using a 2D array for accurate recreation of the original game's first level.
- Programmed frame-rate independent movement for the game character "PacStudent" using linear interpolation, ensuring smooth and consistent gameplay.

### **Basic Calculator (Swift, Xcode)**

- Developed a macOS command-line calculator in Swift that performs integer arithmetic with advanced operator precedence and associativity.
- Implemented robust error handling to manage invalid inputs and numeric errors, ensuring the application's stability.
- Structured the code using object-oriented principles to ensure clarity, maintainability, and ease of future extensions.
- Included comprehensive automated testing to verify all functionalities and maintain high software reliability.

## **Some Relevant Coursework**

---

### **Internet Programming *University of Technology Sydney***

**02/2023 – 5/2023**

- Developed understanding of Internet and World Wide Web principles including TCP/IP, protocols, and n-tier architecture.
- Acquired proficiency in DHTML, JavaScript, AJAX, and website design principles.
- Explored the use of JavaScript libraries like JQuery for enhancing web pages.

- Gained introductory knowledge of XML documents and their applications on the Web.
- Obtained experience in PHP server-side scripting and Unix for website management on 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 modelling, 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 approaches, 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 project objectives.
- Cultivated a collaborative team environment, fostering open communication and teamwork to overcome challenges and achieve goals.

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