Zejia Cai

Junior Software Engineer

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Highly motivated and recently graduated software engineer with strong problem-solving skills and a commitment to excellence, eager to leverage academic knowledge and practical project experience to contribute effectively to a dynamic and collaborative team as an Software Engineer at Fidelity.

TECHNICAL SKILLS

- Proficient in **C/C++, C#, Python, Java**, Kotlin, SQL, and more
- Work experience with **serverless technologies**: Google Cloud Function/Run, and AWS Lambda
- Knowledge and hand-on experience with **microservices and event-driven architecture**
- Experience with **machine learning** concepts, and libraries and frameworks such as TensorFlow, Keras, or PyTorch
- Experience with version control systems such as **Git**
- Proficiency in **Windows/Linux/Unix** operating systems and **shell scripting**
- Hand-on experience with **database administration, database installation and security**

TRANSFERRABLE SKILLS

- Good **communication and team management skills** by working in fast paced environments
- Strong **problem solving** and analyzing skills developed from coursework and self-learning projects
- Capable to **quickly learn** leading-edge technologies
- Tri-lingual in **English, Cantonese, and Mandarin**

WORK EXPERIENCE

SFU - CS Research Assistant

Jan 2024 - current Burnaby, BC

- Designed and implemented a new software tool to help users to add human-interactive components to their 3D models
- Demonstrated problem-solving skills and ability to quickly learn and adapt to new technologies, including 3D models, C#, Rhinoceros, and Grasshopper
- Collaborated with a multidisciplinary team of graduate students to develop the software based on their needs
- Tested software for bugs and operating speed, fixing bugs and documenting processes to increase efficiency by 18%

PROJECTS EXPERIENCE

Educational Resource Website - Architect

Feb 2024 - Apr 2024

- Designed and developed a high availability and high scalability web system in Microservices Architecture using the Spring Boot framework
- Implemented the system to be deployed using serverless technologies: Google Cloud Run, and Google Cloud Functions
- Utilized load balancing and service discovery mechanisms with Nacos to allow the system to be deployed in a multi-region environment
- Adapted resiliency patterns to ensure fault tolerance and high availability

Rapid Medical Imaging Examination - Creator

Sep 2023 - Dec 2023

- Designed and built an AI-based multi-task detector website for medical image analysis
- Implemented a breast tumor classification tool and bone fracture classification tool. Also merged COVID-Net model into the platform to be a COVID detection tool.
- Collaborated with a team of 5 to ensure timely project delivery while adhering to best practices.

MyChat App - Creator

Dec 2022 - Apr 2022

- Developed the conceptual framework, functionality, and features of the app
- Implemented the backend services of the software using Kotlin and Firebase: notification service, cloud database, local database and communication system

Deny and Conquer Game - Creator

Jul 2023 - Aug 2023

- Implemented a multi-players game that built on a client-server architecture that uses TCP
- Designed the multi-threading architecture to handle multiple client connection and locks to manage shared resources

EDUCATION

Simon Fraser University - B.S., Computer Science

Sep 2019 - Apr 2024

8888 University Dr W, Burnaby, BC V5A 1S6

Relevant courses

- Web Systems Architecture - Serverless
- Data Communications and Networking
- Database Systems
- System Security and Privacy
- Software Development