RD YEAR COMPUTER SCIENCE · 3.82 CG

Toronto, Canada

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# Education \_\_

#### **University of Toronto - St. George Campus**

Toronto, Canada

HONORS BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MATHEMATICS, AND CLASSICS

Sept 2018 - May 2023 (Expected)

- 3.82 CGPA
- Relevant Courses: Operating Systems, Algorithm Design and Analysis, Data Structures, Computer Organization, Advanced Multivariable Calculus, Software Design, Systems Programming
- Currently Taking: Software Development, Web Development, Functional Programming Paradigms

## Skills\_

Languages: Proficient in Python and C, have experience with JavaScript and Java

Other Skills: Git, HTML, React, Concurrency, Systems Programming

# Projects\_\_\_\_\_

## **Libfuse Filesystem Implementation**

Toronto, Canada

June 2020 - July 2020

CODE AVAILABLE UPON REQUEST

- Designed and implemented a fully functioning filesystem mounted in Linux userspace
- · Chose an inode/extent structure based on ext4 for efficient allocation of space
- · Designed filesystem to handle arbitrary size and number of inodes

Virtual Memory Toronto, Canada

CODE AVAILABLE UPON REQUEST

July 2020 - August 2020

• Implemented virtual-to-physical address translation and several page replacement algorithms

### **Multithreaded Synchronization**

Toronto, Canada

CODE AVAILABLE UPON REQUEST

July 2020 - July 2020

- · Implemented multithreaded message queue between arbitrary amount of consumers and producers
- Used appropriate synchronization primitives to facilitate proper data transfer and prevent deadlock

Chat Server Toronto, Canada

CODE AVAILABLE UPON REQUEST

March 2020 - March 2020

- Implemented command-line text server using sockets and TCP
- · Implemented functionality to send messages, follow users, and handle partial reads without errors or memory leaks

## **Probation: Android Minigame Collection**

Toronto, Canada

HTTPS://GITHUB.COM/ZENGHAOWANG/PROBATION

Sept 2019 - Dec 2019

- Worked in small team to create a collection of minigames for Android devices
- Utilized git effectively to track changes and coordinate workflows
- · Used model-view-presenter architecture and design patterns to create maintainable and extendable code

# **Experience**

**Huawei** Markham, ON, Canada

COMPILER SOFTWARE ENGINEER

April 2021 - May 2022

• Designing, developing, and testing software in a wide range of products

### **Hart House Symphonic Band**

Toronto, ON, Canada

WEBMASTER-HTTP://HHSB.SA.UTORONTO.CA

July 2020 -

· Maintaining and updating website for UofT extracurricular musical ensemble - HTML, CSS, and SFTP

**K12 Building Blocks**Programming Instructor

Aurora, ON, Canada

July 2019 - August 2019

- Taught students ages 7-13 the basics of python and scratch
- · Simplified programming concepts such as functions, variables, and loops in a friendly, intuitive, and approachable fashion
- · Inspired several students to take an interest in programming by creating games and practical programs