

## **Zhenzhong “Bob” Zhou**

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## **EDUCATION**

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### **Bachelor of Science – Computer Science**

2016 – 2021

University of Saskatchewan, Saskatoon, SK

## **SUMMARY OF SKILLS**

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### **Technical**

- JavaScript, React, Node.js, HTML and CSS: Created a website and personal projects
- Knowledgeable with database management, including MySQL and MongoDB
- Skilled in using git version control such as GitHub
- Have some basic knowledge about UI / UX
- Basic knowledge about Photoshop and command line interface
- Operating Systems: macOS and Windows 10
- Familiarity with some IDEs, such as WebStorm, PyCharm, and IntelliJ
- Practiced software development methodologies: Waterfall and Agile
- Programming experience with C#, Java, Unix, and Python
- Familiarity with game engine: Unity

### **Interpersonal**

- Bilingual (Chinese and English)
  - Initiated a general idea of webs / apps and some special ideas into different parts
- Critical thinking
  - Quickly observe / think pros and cons of every possible approach before getting started
  - Help teams build logical strategies
  - Avoid the time and hassle of doubling back to fix major / preventable problems
- Communication
  - Communicate and reply to messages in a reasonable responding time in the daytime
  - Clarify the information of meetings and discussions
- Time management
  - Work effectively to accomplish tasks and make productive use of spare time
  - Prepare documents and materials before meetings and discussions
  - Arrive ten minutes in advanced before meetings and discussions
  - Leave enough time before submitting tasks or presenting to team leaders to avoid any urgent requirements or testing coming up
- Organization
  - Manage tasks and missions according to priority and demand (urgent and important) to not priority and demand (not urgent and important)
- UI / UX
  - Bilingual brings different culture thoughts to design a UI / UX
  - Draw a common logical software process
- Passion

- Quickly study new technologies for developing new websites
- Test software and give a report as a user experience of using webs / apps
- Keep learning and innovating. Ready for the future.

## PROJECTS

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### No Milk – Shopping Cart (Solo)

Course: “Website Design Development” (CMPT281)

2018 Fall Term (Sep – Dec)

- A pure static website using HTML, CSS, and JavaScript
- No milk has three web pages: home, shop, contact and cart.
- Users can add items into cart and modified the number of items in the cart, and clear the cart

### Card Game Clients (Team)

Course: “Intermediate Software Engineering” (CMPT370)

2019 Winter Term (Jan – Apr)

- An online application for CMPT370 students to play game and access it with their NSIDs, campus network and their special passwords
- Developed using Java only
- Practiced software development methodologies: Waterfall

### Shopping Cart Website (Solo)

Course: “Web Programming” (CMPT350)

2020 Winter Term (Jan – Apr)

- Using EJS, JavaScript, HTML and CSS, NodeJS, Express & MongoDB build a Full Stack MERN Application.
- An online application for general users to buy or sell products through the website

### Survival Game (Team)

Course: “Game Mechanics” (CMT306)

2020 Fall Term (Sep – Dec)

- A 2D RPG top-down dungeon game for users to survive and fight with enemies
- Using C# and Unity to develop
- It is developed by a team working remotely from home

### Depth of Hell (Team)

Course: “Game Design Workshop” (CMPT406)

2021 Winter Term (Jan – Apr)

- Depths of Hell is small boss-rush game developed by a team working (Rocket Studios) remotely from home.
- It is a 2D bullet hell boss rush game using C# and Unity to develop
- It is developed by a team working remotely from home

### MERN Memories (Solo)

Self-studying project

2021 Summer - Present

- Using ReactJS, NodeJS, Express & MongoDB build a Full Stack MERN Application.
- The App is called Memories and it is a simple social media app that allows users to post interesting events that happened in their lives.

## REFERENCES

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Boru “Serena” Sun  
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