

## Zhenzhong “Bob” Zhou

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(306) 250-0315

Personal Portfolio: <https://www.zhenzhong-zhou.com>

GitHub: <https://github.com/Zhenzhong-Zhou>

LinkedIn: <https://www.linkedin.com/in/zhenzhong-zhou>

### EDUCATION

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**Bachelor of Science – Computer Science** 2016 – 2021

University of Saskatchewan, Saskatoon, SK

**Diploma in Business Administration - Supply Chain Management** 2011 – 2013

PSB College/Academy

### TECHNICAL SKILLS

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- Programming experience with Java, C#, Python, JavaScript ES6+, Node.js, HTML5 and CSS3
- Practiced software development methodologies: Waterfall and Agile
- Skilled in using version control to manage projects such as Git
- Knowledgeable with database including MySQL and MongoDB
- Familiarity with some IDEs, such as WebStorm, PyCharm, and IntelliJ
- Familiarity with game engine: Unity
- Frameworks: React, Redux, Material-UI, Next.js, Spring Boot, Express
- Managements: NPM, Yarn, Maven
- Have some basic knowledge about UI / UX
- Basic knowledge about Photoshop and UNIX Shell

### INTERPERSONAL

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- Initiated a general idea of webs / apps and some special ideas into different parts
- 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
- Communicate and reply to messages in a reasonable responding time in the daytime
- Clarify the information of meetings and discussions
- 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
- Manage tasks and missions according to priority and demand (urgent and important)
- Quickly study new technologies for developing new websites
- Test software and give a report based on user experience of using webs / apps
- Able to work both remote and in person

### 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 HTML5, CSS3, 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)

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

### **Shopping Cart Website (Solo) | <https://cmpt350.herokuapp.com/>**

Course: “Web Programming” (CMPT350)

2020 Winter Term (Jan – Apr)

- Using EJS, JavaScript, Git, NodeJS, Express & MongoDB build a fullstack application.
- Designed, developed, and hosted my client’s e-commerce using semantic HTML5 and CSS3
- Provided support for deploying for server on Heroku
- Included multi-platform support to enable it to be viewed on any platform and device
- 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)

- Using Git, C#, and Unity to develop
- A 2D RPG top-down dungeon game for users to survive and fight with enemies
- Developer

### **Depth of Hell (Team) | <https://foolmonkey.github.io/DepthsOfHellWeb/>**

Course: “Game Design Workshop” (CMPT406)

2021 Winter Term (Jan – Apr)

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

### **MERN Memories (Solo) | <https://timeline-memories.netlify.app/posts/>**

Self-studying project

2021 Summer - Present

- Using ReactJS, NodeJS, Express & MongoDB build a fullstack 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.

## **CERTIFICATIONS**

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### **CERTIFICATE IN COMPUTING**

University of Saskatchewan

2021

### **CELP**

Listening – 7, Reading – 7, Writing – 7, Speaking – 6

2022

### **REACT MASTERY COURSE**

Adrian Hajdin

2022

## **REFERENCES**

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Boru “Serena” Sun

Project Teammate

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