Amanda Zhu

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EDUCATION

University of Toronto Scarborough — Toronto, ON
Candidate, Honours Bachelor of Science (Co-op) — *September 2023 – Present*
- **Specialist (Co-operative) Program in Computer Science - Software Engineering Stream**
- Relevant Courses: Software Design, Software Tools and Systems Programming, Intro. to the Theory of Computation, Human-Computer Interaction, Intro. to Numerical Algorithms for Computational Mathematics

WORK EXPERIENCE

Software Engineering Co-op — January 2025 – May 2025
Magna Mechatronics, Mirrors & Lighting, Magna International — *Newmarket, ON*
- Led front-end development of an AI-powered web application, efficiently handling large sets of dynamic JSON data
- Collaborated with software integration engineers to develop full-stack applications using React.js, Vue3.js, and Python
- Improved usability of established applications used by global engineering teams to streamline engineering processes
- Delivered an intuitive UI/UX design using Figma for seamless in-app integration with complex data and CAD software, promoting user engagement
- Coordinated and adhered to project timelines in alignment with customer requirements, ensuring timely delivery of key features
- Presented insightful, well-documented progress updates at weekly team meetings, fostering a transparent and collaborative environment

PROJECTS

Art Museum Collection Management System | *Java, XML* — July 2024 – August 2024
- Implemented searching for items in a Firebase realtime database that matches and validates user input
- Designed a responsive, user-friendly mobile application interface using XML in Android Studio Layout Editor
- Organized semi-weekly standup meetings with 5 team members using the Scrum Agile framework
- Managed completion of user stories over multiple revisions with Git and Jira

Retail Store Simulator | *C* — February 2024 – April 2024
- Developed a mock store queue simulator that processed customer carts and minimized line lengths across multiple checkout lanes
- Strategically optimized storage and runtime in creating, merging, and searching binary search trees
- Implemented a user network platform that allowed customers to follow brands and connect with friends, and suggested similar brands and friends based on the user's current network

Frog Jump Game | *Java* — December 2022
- Constructed an reactive and engaging GUI with audio effects using Java Swing
- Applied recursion methods to precisely display an image of a frog jumping in the shape of exponentially shrinking parabolas
- Implemented interactive widgets that allow users to control the speed, height, and length of a frog's path

Coffee Klatsch | *Java* — October 2022
- Developed an interactive coffee shop simulator using OOP that guides users though ordering, customizing, making, and drinking coffee
- Validated user input with robust error checking at each step in the simulation
- Effectively formatted informative instructions to ensure smooth user interactions

TECHNICAL SKILLS

Languages: Python, C, Java, JavaScript, HTML/CSS, Shell, Bash
Frameworks: Vue.js, Python unittest, JUnit, Java Swing, Element Plus, Ant Design
Libraries: React.js, Vuex, Socket.IO, Chart.js
Developer Tools: Git, GitHub, Azure DevOps, Jira, VS Code, Eclipse, Android Studio, Apache NetBeans, Autodesk AutoCAD, Figma