William Zhao

williamz7388@gmail.com | (647) 551 4258 | Toronto, Canada | LinkedIn

WORK HISTORY

ePIC Blockchain May 2022 – Sept 2023

Software Engineer Intern

North York, ON

- Developed Blockchain ASIC software, created and improved Miner API using Rust.
 - o Added discrete and real-time hashrate calculations using data collected from ASIC miners.
 - o Implemented RESTful API features that allows pushing and pulling data from various sensors on the miner, such as network info, hashrate, and temperatures.
- Tested and developed an automatic testing suite for ASIC miner software using Rust.
 - o Created a new project, designed, and implemented a CLI to run the tests.
 - Developed and refined tests in cooperation with the API team, by updating and creating new tests whenever the API interface was modified.
 - o Developed tests for multiple models of miners, ensuring test parameters are modified to be compatible with each ASIC model.
- Designed and built front-end UI for ASIC miners using Electron, React.js and MaterialUI.
 - Modified elements on webdash and dashboard using customer feedback to increase usability and accessibility.
 - o Ensured webdash supports backwards compatibility with older ASIC miner models.
- Disassembled ASIC miners for testing and debugging by diagnosing dead hashboards and reassembling working machines to be delivered to customers.

EDUCATION

University of Toronto

Sept 2018 - April, 2024

Honours Bachelor of Science in Computer Science and Mathematics

John Fraser Secondary School

Sept 2014 - June 2018

PROJECTS

- Symposium
 - Worked with a 6 student team to develop a social networking application using React and Material UI for front-end design and PostgresQL for backend databases to store account information.
- Space Hacker
 - Developed a disk space analyzer software using Python that maps a user's designated directory and creates an interactive treemap that displays the sizes of the folders and files inside.
- Othello/Reversi
 - o Designed and implemented a set of extension modules for the game Othello/Reversi with a team of students using Java and set up a git repository for version control.

SKILLS

Programming Languages: Rust, Python, Java, JavaScript, HTML, CSS, SQL,

Technologies: Git, Docker, AWS, Generative AI,