

Brian Zhang

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Skills

Languages

Python, Java, JavaScript, HTML, CSS, Racket, C#

Frameworks/Tools

Node.js, TensorFlow, AssemblyAI, Bootstrap, Google Vision API, Unity, Git/Github, SQL, R

Experience

Online Cybersecurity Camp Instructor, *Air Cadets Canada*

06/2019 – 08/2020

- Taught online summer course on cybersecurity to youth aged 14-17
- Created and instructed lectures using a virtual machine to demonstrate best practices in cybersecurity
- Focused on introducing new users to Ubuntu and using the terminal to secure computer systems

Stanford Pre-Collegiate Studies (SPCS)

08/2020

- 2-week introductory data science course offered by Stanford University
- Used **R** to analyze data, resulting in a final project analyzing COVID-19 trends

Organizations

Air Cadet League of Canada, *Flight Sergeant*

11/2016 – 06/2021 | Burnaby, BC

- Led sports nights and wilderness survival exercises
- Section leader for the low brass section during marching band, instructed music and marching drill lessons
- Helped cadets develop **leadership** skills and **teamwork** along with teaching weekly aviation classes

Projects

LazyNote

02/2021

- Built an automatic note taking app in Python using **tkinter** that transcribes and summarizes audio lectures
- Used the **sounddevice** Python module to take audio input, **AssemblyAI** to transcribe audio into text, and the **Bert Extractive Summarizer** to condense the transcript into notes

Betta Chrome Extension

08/2020

- Created a **Chrome extension** focused on improving productivity that helps users monitor their distractions while on the internet
- Used **JavaScript**, **CSS** and **HTML** along with the **Google Chrome API** to build the extension
- Won **Wolfram Award for Top 30 Hacks** at MHacks 13 Beta Hackathon

trackit

08/2020

- Made a website using **Flask** that helps users track daily activities and health
- Used **SQLite** to handle user login and authentication

Chemistry VR Game

05/2018

- Created a **Virtual Reality** escape room game to help teach chemistry
- Used **Unity** and **C#** to build and program the game

Education

Bachelor of Computer Science, *University of Waterloo*

09/2021 – 04/2026 | Waterloo, Canada

GPA - 3.9