

Bill Zeng

Bachelor of Computer Science – University of Waterloo

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SKILLS

- Languages: C++, C#, Java, JavaScript, PHP, HTML, CSS, SQL, Dart
- Frameworks and Libraries: ReactJs, NodeJs, Instant Games API, Firebase, AWS
- Development tools: Unity, Git, Vim, Android Studio, Bash

EXPERIENCE

Ava Smart Gardens | Web Design Intern | Winter 2017

- Enabled users to monitor plant growth and fine-tune garden conditions by implementing a web-app that displays a real-time data feed from smart-garden sensors
- Implemented web app using NodeJs and data feed using Firebase

Triway Education | Programming Teacher | Fall 2016

- Taught over 30 students the fundamentals of programming and web design primarily using Java and HTML
- Led a robotics team that qualified and competed in the provincial Vex Robotics competition

PROJECTS

Quick Maths – Facebook Instant Game

- Created a math game to enhance players problem solving skills and encourage healthy competition amongst friends, developed using the ReactJs framework
- Implemented networking features allowing players to challenge their friends via the Instant Games API

Shape Shooter – Android Game

- Designed and created an Asteroids inspired Android game using the Unity Game Engine
- Integrated a physics system that emulates a rocket ships movement in low gravity

Flastronaut – Ludum Dare 39

- A game where players play as a flashlight wielding astronaut, whose duty is to grow a sunflower in outer space while also protecting it from the evil spirits
- Implemented player controls, enemy AI, game mechanics and created the art assets in three days
- Ranked in the top 10 percentile out of 2000+ submissions

CONTESTS

Canadian Computing Olympiad | Silver Medalist | Summer 2018

- Solved a multitude of graph theory, dynamic programming, and data structures problems

Euclid Math Contest | Honorable Mention | Summer 2018

- Solved a multitude of algebra, geometry, calculus and combinatorics problems