

# Junwei Zhao

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[Github](#)

[Online Resume](#)

## Education

Feb 2016 **Master**, Electrical Engineering, University at Buffalo, The State University of New York, GPA: **3.73/4**.

June 2014 **Bachelor**, Electrical Engineering and Automation, Beijing Jiaotong University, China, GPA:3.2/4.

## Programming Skills

Languages: JavaScript (proficient), Java (proficient), SQL (familiar), C/C++ (working knowledge)

Techs: Node.js/Express.js, Servlets/JSP, Bash Shell/Linux, MySQL, MongoDB, HTML/CSS, JQuery, Git

## Projects

**ReviewU** (Node.js/Express.js/MongoDB/Bootstrap/Heroku) Summer 2016

[Website Link](#)

- ❖ ReviewU is a rating&review type website that is aimed to provide information and reviews of locations that are located near user's current geographical position, nearby recommendations provided at the home page.
- ❖ Website provides user registration. All users could search and check locations' info/reviews. Registered users could write reviews to locations they had been to before and post unlisted locations to the website.
- ❖ Users could use simple or advanced search filter to find any interested locations that match given criteria.
- ❖ Website UI provides responsive and user friendly interface to various user devices, from mobile to desktop.
- ❖ Also exposes a set of Restful APIs upon internal data models/database for querying and consuming data.

**Online Course Management System** (Java EE/Servlets/JSP/MySQL/Apache Tomcat) Spring 2016

- ❖ A web application that manages personal and courses information for both student and instructor users.
- ❖ For student users, system keeps track of their course registrations. Students could search, enroll and drop courses.
- ❖ For instructor users, system manages their course openings. Instructors could open, close and modify courses.
- ❖ All users could download their interested information as spreadsheet format into local.

**Carcassonne** (Java SE) Fall 2015

- ❖ Led and worked on a 4-person group project that implemented Carcassonne board game as desktop GUI application.
- ❖ Designed and implemented the entire project's underlying architecture, also application's score module.
- ❖ Designed and developed the project's data parser module, which served the essential role to the application.
- ❖ Implemented the storing and loading functionalities of application, worked on building application's User Interface.

**Online Chatroom** (Node.js/Express.js/Redis) Summer 2015

- ❖ A web application that works as a simple online chatroom.
- ❖ Chatroom provides a public lounge for all connecting users and private rooms for any small groups of users.
- ❖ Chatroom preserves all conversions into logs, which could be downloaded by user after the conventions.

**Game: 2048** (Java SE) Spring 2015

- ❖ Designed and implemented a Java GUI based application running as popular mobile game, 2048.