Leo Zhang

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA

BS in Computer Science
December 2020 | Orlando, FL
College of Engineering
Magna Cum Laude
Cum. GPA: 3.5 / 4.0
Major GPA: 3.5 / 4.0

LINKS

Facebook:**https://www.facebook.com/leo.zhang.31105/**
Github: **https://github.com/leozhang1**
LinkedIn:
https://www.linkedin.com/in/leo-zhang-2532a219a/

COURSEWORK

UNDERGRADUATE

Information Retrieval
Operating Systems
Data management
Artificial Intelligence + Practicum
Functional Programming
Systems Software
Game Programming and Simulations
Web Programming
Unix Tools and Scripting

SKILLS

PROGRAMMING

Java • Bash • Python • C/ C++
C# • HTML • CSS • Javascript
Familiar:
iOS • Android • MySQL

PROJECTS

SUPERVISOR SUPPORT | .Net developer

August 2020 - Decemeber 2020 |University of Central Florida

- Used Microsoft Azure to create and manage a Microsoft SQL Server
- Worked on a back end API with .Net
- Constructed the API with C .Net to send data with HTTP trigger functions from Azure SQL database to the front end

RESTAURANT WEBSITE | React.js front end developer

September 2020 - November 2020 | Orlando, FL

- Designed the several pages such as the main menu of the website for Oviedo Breakfast Club
- Used React routers for navigating between pages

TOP-DOWN 2D GAME | Project lead

January 2020 - April 2020 | Orlando, FL

- Created a Top-down shooting game with two other developers using the Unity Game Engine
- Implemented the player and AI movement and mechanics
- Used the A* pathfinding algorithm for the AI patrol, along with search & destroy

PERSONAL WEBSITE | Full-Stack Developer

Currently| Orlando, FL

- Built a personal website from scratch using React.js, Bootstrap 4, and Material UI
- Used Express.js to handle message requests from the website to my email address

RESEARCH

AR SIMULATION FOR GROCERY STORE MANAGEMENT

Researcher and Unity developer
Project manager: Joshua Nelson
May 2020 - August 2020 | Orlando, FL

- Continued an ongoing simulation project from my University campus by maintaining large code bases, fixed several bugs, optimized code for performance and readability
- Added Bar charts and Pie charts of the statistical information from each food department to be displayed via AR