

Cray Xu

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HIGHLIGHTS

- More than 1 year of working experience in Web Development, especially in Front-end Development
- Object-oriented programming
- Algorithms and Data Structures

SKILLS

LANGUAGES

C/C++ • JavaScript • HTML • CSS
Racket • Python • R • LaTeX

FRAMEWORKS / LIBRARIES

Angular • AngularJS • SAPUI5
jQuery • Bootstrap • Phaser
Karma • SinonJS • Chai
Firebase SDK

TOOLS

Node.js • Git • Bash
Vim • Visual Studio Code

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science
Jan. 2019 - Present

- Transferred to CS
- Major Avg: 91%

Bachelor of Computer Engineering
Sept. 2017 - Dec. 2018

ACTIVITIES

- [Google Games Waterloo](#) | Apr. 2018
Rank: 14/20

AWARDS

- Term Dean's Honours List
University of Waterloo
• Spring 2020 • Fall 2020
- President's Entrance Scholarship
University of Waterloo | 2017

INTERESTS

🎵 Music 🎹 Piano 🎧 Arrangement
✍️ Pen Spinning 🧩 Rubik's Cube
🏸 Badminton 🏓 Table Tennis

EXPERIENCE

OPENTEXT | FULL STACK DEVELOPER

Jan. 2020 – Apr. 2020 | Waterloo, ON, Canada

- Worked in the agile team to develop and maintain the cloud-based file sharing and collaboration software - OpenText Core
- Implemented new features and enriched functionalities of the product using Node.js and AngularJS
- Fixed bugs and assisted the Quality Assurance team with their test design and bug resolution activities
- Improved test coverage by 10% by writing unit tests for both UI and API with the tools including Karma, SinonJS and Chai

THE HOME DEPOT CANADA | IT DEVELOPER

Sept. 2018 – Dec. 2018 | North York, ON, Canada

- Developed the front-end of a mobile application and implemented new features based on SAPUI5 framework using SAP WEB IDE
- Designed the UI layouts and built the front-end of a single-page web application for product searching using Angular
- Designed automation tests using selenium with Ruby for web applications and improved the working efficiency of the Quality Assurance team

LUNARIA | GAME DEVELOPER

Mar. 2018 – Apr. 2018 | Waterloo, ON, Canada

- Designed and developed an HTML5 game for girls aged 6-18 to encourage their leadership using JavaScript based on Phaser framework
- Connected the game with Firebase, collected the responses from users and generated the report by analyzing the result
- Created an authentication page based on Firebase API by using HTML, CSS, JavaScript

PROJECTS

BIQUADRI

🔗 github.com/crayxu/biquadri | C++

- A modified version of Tetris, which allows two players to play a turn-based Tetris game with several features
- Used C++ design patterns including but not limited to observer and factory design patterns

WLP4 COMPILER

🔗 github.com/crayxu/wlp4-compiler | MIPS, C++

- A compiler of WLP4, which is the subset of C, including Scanning, Parsing, Code Generation and some simple Optimizations

PERSONAL WEBSITE

🏠 crayxu.com | HTML, CSS, JavaScript, Bootstrap, jQuery

- A personal website designed by myself based on the Bootstrap framework to introduce my skills and experience

HTML5 GAMES

🔗 | HTML, JavaScript, Phaser

- crayxu.com/flappy-bird A simplified Flappy Bird
- crayxu.com/breakout A simple 2D Breakout game