

DANIEL ZHENG

Computer Software – McMaster University

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EDUCATION

McMaster University

Honours Computer Science (B.A.Sc.)
(CGPA: 3.5)

September 2017- May 2022 (expected)

TECHNICAL SKILLS

Python	HTML/CSS	Django	C/C++	JavaScript
Java	MySQL	Git	MySQL	Haskell
Bash	AutoCAD	Unix		

EXPERIENCE

Full Stack Developer (Co-op)

Twins TouCans Inc.

September 2021 – Present

- Developed a Full-Stack web application which processed and analyzed data from user using Django framework.
- Managed time-sensitive updates, including content changes, new features upgrades and error fixes.
- Maximized applications' efficiency, data quality, scope, operability, and flexibility.
- Worked across the software development life cycle from gathering user requirement and feedbacks to building and maintaining the code.

Delivery Station Liaison

Amazon

November 2020 – September 2021

- Quickly learned and adopted into the work with excellent performance within first two weeks.
- Ensured and improved the same-day delivery successful rate to maintain high customer satisfaction.
- Analysed the root cause of delivery issues and tailored unique solution for each customer to fulfill their expectations.
- Enhanced interpersonal skills through coordinating different dispatchers and leadership teams around the country to ensure successful deliveries.

Teaching Assistant

Physics Department of McMaster University

September 2019 – December 2020

- Assist instructors with supervision and care of group of 30+ undergrads for Physics 1D03 and Physics 1E03.
- Encourage dynamic and pleasant educational environment by promoting both gentle discipline and creative thinking.
- Support instructor with test administration, curriculum development and assignment grading.
- Improved communication and presentation skills by giving lecture to a large group of students

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PROJECTS

Procrastinator Terminator

March 2021

DeltaHacks 7 Hackathon

- Completed a functional and useful Chrome extension in a short period of time.
- Learned and improve new technical skillset by using HTML, CSS, Bootstrap and JS to build the front-end of the application.
- Gained practical skills about data visualization by utilizing libraries such as chart.js.
- Improve interpersonal skills by collaborate with people from different backgrounds and learned from each other.

Scavenger Hunt Game

September 2019 – December 2019

- Collaborated with another student to design a 3D Scavenger Hunt game using C++ and OpenGL.
- Initiated and implemented the project idea for the scavenger hunt game.
- Analyzed source code to identify and rectify potential functionality issues.
- Created mouse picking feature to enable user to select item using ray casting.

Gear System Designer

January 2019 – April 2019

- Collaborated in a team of 4 to design a gear train mechanism to simulate the motion of human hand.
- Credited for key design of the gear to achieve expected input/output ratio.
- Drafted 2D and 3D designs using hand drawings and AutoCAD software.
- Led project scheduling to successfully and quickly complete engineering projects.

The Convomatic

September 2017 – December 2017

- Collaborated in the team of 5 to design a device for a client with cerebral palsy disease to achieve some independence.
- Designed the key component of the device.
- Tested prototypes and standard products and wrote reports to document results.
- Developed, prepared, and reviewed reports and studies to identify and recommend solutions.