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ZECHENG(DANNY) Deng

YEAR 4, COMPUTER SCIENCE MAJOR

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EMPLOYMENT

University of British Columbia

Teaching Assistant	Department of Computer Science, UBC	May 2022 – Aug 2022
<ul style="list-style-type: none"> Teaching Assistant for CPSC 455 – Applied Industry Practices (course focused on MERN development) Held office hours and marked student assignments 		
JavaScript Developer Co-op	Semios	Jan 2022 – Aug 2022
<ul style="list-style-type: none"> Implemented new components with React for different features (including interacted with Ant Design and Google Map components) Wrote logic functions such as sorting contents, form validation and time manipulation (moment.js) Change some styles with CSS based on the design requirement 		
Web Developer	Bluvec Technologies Inc.	Sep 2021 – Dec 2021
<ul style="list-style-type: none"> Built the company' landing page by using company given React template Wrote tests with Golang for company's projects Used GoCV to put timestamp on required images Implemented functions that delete past due images files 		

SELECTED TECHNICAL PROJECTS

Locative Audio	Unity, C#	Jan 2023 – Apr 2023
<ul style="list-style-type: none"> Developed a Geo-based project for Vancouver, which allows users to unlock audio poems inspired by the city's history and culture as they visit different locations Conducted Unity AR foundation research and achieved successful image recognition implementation on mobile devices during early development, despite client's later decision to change project direction. Developed a solution to efficiently load poem information from an XML file into an interface by utilizing a custom function and database class to match and extract data based on poem ID Created user interfaces using iGUI Scripted Unity's camera to enable users to drag and zoom in on a map in the application 		
Pugs Frogs in Space	Unity C#	Sep 2022
<ul style="list-style-type: none"> Developed a two-player shooting game in a two-day Game Jam featuring frog and pug characters where players use exploding bullets to kick their opponent out of the arena and win. Successfully implemented bullet shooting mechanics and scene transitions. 		
FREN	React, JavaScript, MongoDB, Express, Redux	Jun 2021 – Aug 2021
<ul style="list-style-type: none"> An app allows members to create a personal profile, later using their input to recommend others with similar habits. Selecting a profile photo in the grid view will display the recommend member's photo, as well as option to chat Set up the Redux router for the project Built the chat UI and pop-up window in friends recommend page 		
Insight UBC Search Engine	TypeScript, JavaScript	Jan 2021 – Apr 2021
<ul style="list-style-type: none"> A search engine that can effectively query the metadata such as past course averages and room capacity from around campus Implemented the functions that check if a received query is in the correct EBNF from Built the functions that prepares data result with corresponding query request Implemented function that contains logic for sending queries from the UI to the web server. 		

VOLUNTEER/COMMUNITY INVOLVEMENT EXPERIENCE

Floor Representative	Totem Park Residence Association, UBC	Sept 2018 – May 2019
<ul style="list-style-type: none"> Helped plan events such as pancake breakfasts and movie night Collected feedback from residents and presented them in the weekly council meeting 		

Languages and Technologies

- Java, React.js, TypeScript/JavaScript, HTML5, CSS, C/C++/C#, Unity, SQL