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ZECHENG(DANNY) Deng
YEAR 4, COMPUTER SCIENCE MAJOR
University of British Columbia

EMPLOYMENT

Teaching Assistant   **Department of Computer Science, UBC**   **May 2022 – August 2022**
- 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 – August 2022**
- 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**
- 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**
- 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**
- 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**
- 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**
- 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**
- 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