

Edward Zou

Majoring in computer science, year 4

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<https://github.com/edwzou>

TECHNICAL SKILLS

Front end:

- TypeScript
- JavaScript
- HTML
- CSS
- Swift

Back end:

- Java
- Python
- C++
- Haskell
- LaTeX

WORK EXPERIENCE

Dodge Construction Network – Front End Developer

Vancouver, BC | 01/2022 - 08/2022

- Developed high quality software and features as required by the team.
- Implemented unit test code and assisted in other relevant test automation.
- Worked closely with other functional groups including Quality Assurance, Operations and Client Services to deliver professional results.
- Contributed to continue improvements of multiple existing systems.

HACCTECH Ltd. – Data Analyst & Blockchain Engineer

Calgary, AB | 05/2021 - 08/2021

- Utilized Python/SQL to conduct various Data Analytics tasks, including data wrangling, EDA, data trending, feature extraction, pattern interpretation, BI dashboard with Tableau.
- Fully implemented Blockchain ecosystem by integrating Cryptography, Ethereum, coupling with designing, multi-threaded coding, testing, troubleshooting, evaluating blockchain projects.

Popular Innovations Inc. - Co-Founder & Chief Innovation Officer

Calgary, AB | 07/2019 - 06/2021

- Influenced and directed IT infrastructure to drive key business strategies and processes.
- Applied emerging technology knowledge to achieve key business objectives.
- Built agile and responsive teams to maintain cloud-based and stand-alone systems.
- Served as member on the board of directors.

EDUCATION

The University of British Columbia

- Bachelor of Science
- Expected to graduate in 04/2024

TECHNICAL PROJECT

Started time: 01/2023

Flash

- Designed and developed a marketplace for UBC students to connect with UBC tutors
- User can create student or tutor profiles. Students can post normal listings or fast listing and tutors can reach out via personalized contact information.
- Introduced fast listing feature which allows students to indicate their urgency for help and tutors can adjust the pricing accordingly.
- The UI component and front-end were designed and calibrated using JavaScript. Back-end was coded using Prisma with self-written API endpoints.
- Still an on-going project. More features to come.

Completion time: 10/2020

NBA League Simulator

- Designed and developed an application that allows the user to create and manage NBA basketball team.
- User can add or remove NBA teams, players, or championship trophies and edit a player's stats and the team's championship status.
- The UI component and front-end were designed and calibrated using Java Swing. Back-end was coded using Java.
- The program writes and retrieves data into and from a JSON file, enabling the user to exit and re-login into the program without losing any data.

Completion time: 05/2019

Sudoku Solver

- Designed and developed an application that allows the user to solve any 9x9 sized sudoku.
- User can choose through the interface to either manually input the data row by row or upload a .txt file of the unsolved sudoku.
- The UI component and front-end were designed and calibrated using Java. Back-end was coded using Java.
- The program can print out the solved sudoku via console or in a new .txt file.