Elena Zhan

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EDUCATION

UNIVERSITY OF WATERLOO
Honours Computer Science
Coop 2B
Sept. 2015 - May 2020

SKILLS

Programming:
Python • C / C++ / C#
Java (Eclipse) • Racket (Scheme)
HTML • CSS (Sass & Less)
Javascript • JQuery
AngularJS • .NET
PHP • MySQL
Linux • Git • Jira
Grunt/Gulp • Postman

EXTRACURRICULARS

UW Acro Yogis
2016-present | Base

WiCS
2015-present | Member

Science Olympiad
2014-2015 | Team Leader
- Planned weekly events for 100+ students to prepare teams for various science competitions
- Teams placed 1st at UWindsor Engineering Competition and McMaster Science Olympiad

2013-2014 | Member
- Placed 2nd at McMaster Science Olympiad

Computer Science Club
2012-2014 | Member
- Developed problem solving skills and learned extra computer science concepts outside of the high school courses in weekly club meetings

WORK EXPERIENCE

WEB APP DEVELOPER | Nascent Digital
May - Aug 2016 | Toronto, ON
- Implemented design changes to improve UX and fixed existing bugs on Heart and Stroke Foundation's 'Risk Assessment' web app and '<30 Days' mobile app using Visual Studio .NET (c#, cshtml, less), MS SQL Server
- Fixed security issues, developed pages, and implemented a referral program for Public Mobile's website using AngularJS, Sass, PHP, MySQL. Used various SDKs (Facebook, Twitter, Instagram, G+) for social sharing
- Made front-end updates to Tech Toronto's website (Javascript, Sass, HTML)
- Provided cross-browser support for all web apps involved
- Worked on multiple projects simultaneously following Agile process using Jira
- Regarded as highly responsible and dependable: always completed work before/by deadlines, despite last minute requirement changes
- Excellent teamwork and communication skills: worked alongside designers, other developers, PMs, the QA team and the clients on each of these projects.
- Presented in a monthly lightning talk

MATH TA | University of Waterloo
Sept - Dec 2016 | Waterloo, ON
- Marking assistant for first year calculus

PROJECTS

CHAMBER CRAWLER 3000 2016
- Built a text-based version of the game with two partners in C++
- Implemented spawning of characters and item functionality using object oriented design patterns and smart pointers for memory management

EAT SOCIAL 2016 | Hack the North
- Built a web app with two teammates that pairs users in proximity and recommends a restaurant at optimal distance from their locations
- Used AngularJS, Firebase and Yelp API

PIPETTE AUTOMATION 2016 | Delta Hacks
- Designed and built an automated pipetting robot with two teammates
- Programmed motion control into Arduino using C++

CASTLE WOLFENSTEIN C64 2015
- Built a modified version of the stealth game in Java using Swing
- Implemented an enemy AI (enemies chase player in their field of view) and developed power-ups for the player (increased speed, invisibility)

TUTORING WEBSITE 2014-2015 | Volunteer
- Designed and developed a website for my high school tutoring program to help match students with tutors
- Used HTML, CSS, PHP, and MySQL. Hosted website on Amazon EC2

MS PAINT 2014
- Built a program in Python using the Pygame library, implementing basic functionalities of paint (text, brush, fill, shapes, alpha channel, undo/redo)