

Elena Zhan

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EDUCATION

UNIVERSITY OF WATERLOO

HONOURS COMPUTER SCIENCE COOP 3A

Sept. 2015 - May 2020
GPA: 3.7 | Cumulative Avg: 84.8
Dean's Honour List (May 2017)

SKILLS

Python • C / C++ / C#
Java (Eclipse) • Racket (Scheme)
HTML • CSS (Sass & Less)
Javascript • AngularJS
PHP • MySQL • .NET
Ruby on Rails • Watir
RSpec • Factory Girl
Linux (Bash) • Git • AWS • Jira
Docker • 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 (city-wide) and McMaster Science Olympics (province-wide)

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 (Python, Java)

WORK EXPERIENCE

JR SOFTWARE ENGINEER | FLIPP

May - Aug 2017 | Toronto, ON

- Coordinated with PM, other devs, QAs, and Ops team on a backend system that provides flyer content to the Flipp app
- Added over 40 new merchant website flyer scrapers (including top tier brands), significantly improving unique user engagements in Canada and US (eg. increase by 104% in Utah)
- Implemented logging of jobs sent between backend microservices to AWS Cloudwatch, facilitating tracing and debugging throughout the system
- Improved Ops team efficiency by rebuilding an internal health check dashboard with Rails framework, using cached data from multiple tables updated periodically through a cron job
- Fixed major scalability issue by regrouping flyer pages sent to a de-duping algorithm into smaller batches to avoid overloading it with one large job
- Wrote unit tests with 100% code coverage (RSpec, Factory Girl), completed code reviews (Github), and deployed to production (Jenkins)

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
- Provided cross-browser support for all web apps involved
- Juggled multiple projects simultaneously, always completing work before/by deadlines despite last minute requirement changes
- Worked alongside designers, other devs, 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 Rogue 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

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)