Elena Zhan

Honours Computer Science Co-op, 2A University of Waterloo, September 2015 - present.



WORK EXPERIENCE

Nascent Digital (May - Aug 2016: Jr. Developer)

- ➤ Made updates and bug fixes to Heart and Stroke Foundation's Risk Assessment web app and <30 Days mobile app using Visual Studio .NET (c#, cshtml, less)
- > Built pages, made updates and bug fixes to Public Mobile's website using AngularJS, PHP, MySQL, Sass
- Made front-end updates to Tech Toronto's website
- ➤ Worked alongside designers, other developers, QA team and clients on each project
- > Provide technical support for multiple clients simultaneously

PROJECTS

Tutoring Website (2014 - 2015: Personal side-project)

- > Designed and developed a website for my high school tutoring program using HTML, CSS and PHP
- > Used MySQL databases to store, retrieve and match information about students and tutors (e.g. when tutors are available, requests for tutors, tutor applications)
- ➤ Hosted website on Amazon EC2

Racket Interpreter (2015)

- ➤ Wrote a basic Racket interpreter in the Racket language
- Implemented binary operations, a stepper tool, and function definition and application

Castle Wolfenstein C64 (2015)

- > Built a modified version of the stealth game in Java (Eclipse) using Swing with a partner
- Implemented an enemy AI to make enemies chase the player when the player is in their field of view Developed various power-ups such as increased speed and invisibility potion which prevents player from
- > being detected

MS Paint - Python

Built a program in Python using the Pygame library that implemented the basic functionalities of paint (e.g. text, paint brush, fill, polygon, alpha channel, undo/redo, save)

Pipette Automation (2016: Hackathon)

- Designed and built an automated pipetting robot with two teammates
- Programmed motion control into Arduino using C++

SKILLS

Python	HTML	PHP	Linux
Java	CSS (Sass & Less)	MySQL	Git
C, C#	AngularJS	.NET	Grunt / Gulp
Racket (Scheme)	Javascript		_

Haskell