Elijah Zhao

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EDUCATION

University of British Columbia — Vancouver, BC
BSc Computer Science, Minor in Math — *Sep. 2024 – May 2028*

WORK EXPERIENCE

Woohelps International Technology LTD — May 2024 – Aug 2024
Software Development Engineering Intern — *Saskatoon, SK*

- Built a full-stack apartment-listing platform (**React, Django, PostgreSQL**); served ∼**1,200** weekly users and handled ∼**100** listings/day.
- Deployed RESTful image & listing APIs processing **8k requests/day** with median latency of **180 ms**; implemented S3 presigned uploads, reducing server bandwidth by over **50%**.
- Integrated the WeChat API for OAuth authentication, enabling cross-platform login used by ∼**80%** of users.

PROJECTS

NBAsalary | *Spring Boot, JPA, Python, React.js, TailwindCSS* — August 2025 – September 2025

- Built a full-stack CRUD application with a **Spring Boot** backend and **PostgreSQL** database to manage NBA team/player data; deployed APIs on Render and integrated with a **React** frontend on Vercel to visualize salary cap data.
- Implemented a **Python** scraper to automatically update NBA headshots and salary data in a Supabase-hosted **PostgreSQL**; automated daily updates to keep data current.
- Built optimized REST APIs with **Spring Data JPA** supporting paging/filtering for rosters and stats.

Portfolio Website | *React.js, TailwindCSS, GSAP, Vite* — July 2025 – August 2025

- Developed a responsive personal portfolio using **React.js**, built and optimized with **Vite** for faster development.
- Used **TailwindCSS** and **GSAP** to create visually appealing animations for components to enhance the user experience.

Le-Cruiter AI | *React.js, TailwindCSS, Python, FastAPI, AWS Bedrock* — August 2025 – August 2025

- An AI-powered platform that simulates behavioral and technical interviews with microphone input; designed to address the lack of dynamic interview prep tools.
- Engineered an audio-to-text pipeline and used **AWS Bedrock (Claude 3 Sonnet)** for personalized feedback on clarity, filler words, and response structure.
- Implemented a **FastAPI** backend for code/behavioral analysis and question generation.

Connect Four AI | *Java, Swing* — May 2025 – June 2025

- Implemented Connect Four AI using **Minimax + alpha–beta pruning**, with a search depth of **9**.
- Achieved average AI decision time $\leq$ **100 ms** and consistent gameplay performance.
- Designed and developed session management, including game history tracking with step-by-step replay, supporting **100+ saved games**.
- Implemented a JUnit test suite (50+ unit tests) achieving **100% coverage** of core game logic.

LEADERSHIP EXPERIENCE

UBC Men Mental Health Club — July 2025 – Present
Media Coordinator — *Vancouver, BC*

- Managed Instagram content as part of the executive team, growing the account's following by **20% in 2 months**.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, SQL (PostgreSQL), JavaScript, HTML/CSS
Frameworks: Spring Boot, React, TailwindCSS, GSAP, Django, FastAPI
Developer Tools: Git, BitBucket, JUnit, VS Code, IntelliJ, Cursor, Figma