Elijah Zhao

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SKILLS

Programming: Python, JavaScript, HTML/CSS, React.js, Node.js, SQL, C++, Java
Tools: Git, Bitbucket, Bootstrap, Tailwind CSS, Pygame

EDUCATION

University of British Columbia   **Vancouver, BC**
BSc Computer Science (4.0 GPA)   *Expected Graduation: May 2028*
- **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Machine Learning, Object-Oriented Programming, Statistics & Applications

EXPERIENCE

Woohelps International Technology LTD   **Saskatoon, SK**
Software Development Engineering Intern   *May 2024 – Aug 2024*
- Developed a full-stack application for users to post and browse apartment listings, using React.js for the front end, Node.js with Express for the back end, and MySQL for data management
- The project included implementing features like image upload and optimization with AWS S3 and integrating the WeChat API for user authentication and notifications

PROJECTS

Portfolio Website (React.js, TailwindCSS, GSAP)   **Vancouver, BC**
Solo Project   *May 2025 - June 2025*
- Developed a portfolio website to showcase projects, experiences, and relevant skills
- Used Tailwind CSS and the GSAP library to create visually appealing animations for components to enhance the user experience.

Connect Four AI (Java, Swing)   **Vancouver, BC**
Solo Project   *May 2025 - June 2025*
- Developed a Connect Four game using Swing for the UI.
- Implemented an AI opponent using a Minimax algorithm.

Plants Vs Zombies Clone (JavaScript)   **Saskatoon, SK**
Solo Project   *May 2023 – June 2023*
- Developed a Plants Vs Zombies Clone in JavaScript, using the P5.JS library.
- Created accurate and enjoyable gameplay with custom and smooth graphics

Sudoku Game and Solver (Python)   **Vancouver, BC**
Solo Project   *December 2024 - December 2024*
- Developed a clone of the game Sudoku using Python's Pygame library.
- Implemented a solver using recursive backtracking, as well as the use of simple APIs to fetch a Sudoku board

Ball Physics Simulator (Python)   **Saskatoon, SK**
Solo Project   *September 2024 - October 2024*
- Developed a comprehensive ball physics simulator using Python's Pygame library. The project involved creating multiple environments where balls interact dynamically based on real-world physics.
- Integrated a basic physics engine to handle gravity, velocity, acceleration, and collision detection