Zhehai Zhang

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Education

University of Waterloo

Waterloo, Ontario

COMPUTER SCIENCE WITH AI AND DIGITAL HARDWARE SPECIALIZATION

Sep. 2020 - May. 2025

• 4.0 GPA (90.88%)

Skills_

Programming Languages JavaScript/TypeScript, Python, C++, C#, C, Go, Java/Kotlin, HTML/CSS, SQL, Bash, Rust, Swift

Tools/Frameworks Google Cloud, AWS, Node, Express, GraphQL, React, React Native, Flask, Docker, Azure, Linux, Flutter Concepts Backend/Frontend, Cloud, Hardware, VR/AR, Mobile, SQL/NoSQL, Networks, Operating Systems

Work Experience _____

Linkedin Sunnyvale, California May. 2023 - Sep. 2023 SOFTWARE ENGINEER

Developed custom LinkedIn Recruiter tooling which replaced 90% of customer facing legacy metric and insight charts

• Simplified chart creation process by 80% for 100+ engineers by creating reusable components in JavaScript

• Implemented chart tooling to enforce universal accessibility and i18n guidelines for 200,000+ customers

• Bundled Ember addon using **Webpack** to automate faster chart integrations on data visualization products

Palo Alto, California Jan. 2023 - May. 2023 SOFTWARE ENGINEER

Built core features in Bitgo's Web3 Wallet over Android, iOS using React Native and TypeScript

Deployed checklist and watchlist features to production which directly resulted in 10K daily active mobile users

• Created backup and restoring methods for crypto passphrases using Google Drive backup and iCloud backup protocols

• Identified and fixed dashboard logic issues on Bitgo's main product, unblocking many of Bitgo's important clients

Splunk Toronto, Ontario SOFTWARE ENGINEER May. 2022 - Aug. 2022

· Worked on a IoT monitoring device over embedded (Python), backend (GraphQL Flask) and iOS (Swift)

• Deployed a status lightring feature to prod which allowed customers to control and determine the state of the device

• Discovered and fixed security vulnerabilities with the backend, improved 20% user interface latency by threading endpoint calls and refactoring code in preparation for Public Beta

D2L Corporation Toronto, Ontario

Sep. 2021 - Dec. 2021 **SOFTWARE DEVELOPER**

Refactored workflow engine using Lambda functions and owned scheduling workflow actions using Node.js

• Wrote tools in JS to replicate AWS services such as SQS and DynamoDB TTL locally which reduced development time

Projects

MICROPYTHON, C#, RUST

VRIoT - Virtual Reality Manager for IoT Devices 🔀

MIT Reality Hacks Winner

Jan. 2023

Built VR application in Unity to interface with IoT devices in real time, winning two categories prizes

Implemented Rust backend to proxy bidirectional traffic between IoT devices and VR headsets

Used ESP32 microcontrollers running Micropython to control an alarm system, multiroom lighting and smart doorbell

InDaBin - Smart Disposal Tracker 🔼

Ignition Hacks 2022 Winner

Go, Rust, Flutter, Raspberry Pi, PostgreSQL, Docker, Google Vision

Aug. 2022

• Engineered a hardware garbage sorter with image detection using OpenCV and Bluetooth, which won First Place

• Developed a Go Rest API that identifies disposables and sorts them using Google Vision and Text to Speech

ShopAdvisr - Smart Shopping App 🔼

Hack the Valley V Winner

JAVASCRIPT, PYTHON, GOOGLE VISION, ML, SELENIUM

Sep. 2021

- Leveraged **React Native** mobile app to create a smart shopping app for Loblaws, which won 3 different awards
- Implemented a Flask server with subject detection in voice using Assembly AI and Datamuse

Awards_