Zhehai Zhang

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Education

University of Waterloo (4th Year)

Waterloo, Ontario

COMPUTER SCIENCE WITH AI AND DIGITAL HARDWARE SPECIALIZATION

Sep. 2020 - May. 2025

• 4.0 GPA (90.88%) • René Descartes National Math Scholarship (\$25,000 to less than 10 students)

Skills

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

Tools Tensorflow, NumPy, Pandas, GCP/AWS/Azure, Node, GraphQL, React, Flask, Docker, Linux Administration

Courses ML(Python), AI and RL (Python), Computer Networks (Python), Real Time (C), Digital Hardware Systems (Verilog), OS (C++)

Work Experience

University of Waterloo and Vector Institute

Toronto, Ontario

Undergraduate Research Assistant under Professor Pascal Poupart

Jan. 2024 - Present

Leveraging DQN reinforcement learning algorithms to simulate contextual bandits with Python and Numpy

• Developed a **universal embedding** encoder in **JAX** using next sample distribution predictions for foundational models

<u>LinkedIn</u> Sunnyvale, California

SOFTWARE ENGINEER INTERN

May. 2023 - Sep. 2023

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

BitGo
SOFTWARE ENGINEER INTERN

Palo Alto, California

Jan. 2023 - May. 2023

• 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

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

Splunk

Toronto, Ontario

SOFTWARE ENGINEER IOT INTERN

May. 2022 - Aug. 2022

• Worked on a IoT monitoring device over embedded firmware (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 CorporationToronto, Ontario

SOFTWARE DEVELOPER INTERN

Sep. 2021 - Dec. 2021

• 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

Real-Time Operating System for Train Control

C, C++, ARM, RASPBERRY PI

Jan. 2024

- Designed and implemented a threaded real-time kernel for train control, using low-level services and assembly language
- Engineered interfaces in C/C++ to enable message passing, context switching, dynamic memory allocation and scheduling
- Completed a project that manipulates multiple trains using cooperative pathfinding and collision avoidance

VRIoT - Virtual Reality Manager for IoT Devices 🗹

MIT Reality Hacks Winner

MICROPYTHON, C#, RUST

Jan. 2023

- Built VR application in **Unity** to interface with ESP32 running MicroPython in real time, winning **two category prizes**
- Implemented Rust backend to proxy bidirectional traffic between IoT devices and VR headsets

InDaBin - Smart Disposal Tracker

Ignition Hacks 2022 Winner

GO, RUST, FLUTTER, RASPBERRY PI, POSTGRESOL, DOCKER

Aug. 2022

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