YunFeng Zhang

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Technical Skills

Languages: Python, HTML/CSS, JavaScript, LaTeX, SQL, Racket, Processing, C
Technologies/Frameworks: Git/GitHub, NodeJS, React, Bootstrap, Django, Vercel
Skills: Object Oriented Programming (OOP), Frontend Development, Functional Programming, Version Control

Education

University of Waterloo **Sep 2023 – Present**
Bachelor of Computer Science *Waterloo, Ontario*

Experience

Frontend Developer **May 2022 – June 2023**
Homeworkhub Tutoring | Bootstrap, HTML/CSS, JS

- Developed and updated a fully responsive website serving over **1000** tutors and students on a monthly basis
- Built a fully responsive University Panel Applications page using Bootstrap, which over **100** students used
- Optimized website image sizes, reducing website loading speed by over **900 ms** on mobile and desktop devices

Frontend Developer **July 2022 – Jan 2023**
XdHacks Mini Vancouver | Django, Python, HTML/CSS, JS

- Collaborated with design executives to implement website design mockups using CSS and the Django framework within a timespan of **3 months**
- Engineered the home and sign-up pages, facilitating registration for over **100** hackathon participants

Mathematics Tutor **Feb 2022 – Jan 2023**
Compass Tutoring | LaTeX

- Dedicated over **40 hours** teaching a student Math, resulting in an **11% improvement** in their academic performance

Director of Finance **July 2022 - Aug 2022**
Ignition Hacks

- Worked in collaboration with other executives to obtain over **$17,000** worth of sponsorship income, yielding a **32%** increase from the previous iteration, and approximately **200%** increase from the first iteration of Ignition Hacks

Projects

Graphing Calculator | *Processing, g4p Graphical User Interface* **Jan 2023**

- Engineered a graphing calculator with **explicit function graphing** and **tangent line visualization** capabilities using Processing and the g4p library, allowing users to gain deeper insights into mathematical functions
- Implemented the **shunting algorithm** to process the mathematical functions inputted by the user, and a **hash map** saving the coordinates of certain points, avoiding recalculation and making the program more efficient over time

Realistic Atom Simulation | *Processing, g4p Graphical User Interface* **Dec 2022**

- Built a realistic **Physics and Chemistry simulation** using Coulomb's law to visualize the dynamics of charged atoms, including the formation of molecular bonds when atoms or molecules of opposite charges collide

Achievements / Awards

President's Scholar of Excellence **Feb 2023**
$10,000 Entrance Scholarship *University of Toronto*

- Awarded by all three University of Toronto campuses for achieving an admission average of **99.5%**, ranking among the **top 150 out of 111,370** highest applicant averages at the University of Toronto, representing the **top 1%**

Grand Valley Mathematics Association Scholarship **May 2023**
$2,000 Entrance Scholarship *University of Waterloo*

- Recipient of the GVMA scholarship, recognized for my academic achievements, extracurricular involvement, and performance in CEMC Math contests, and **selected from all applicants to the Faculty of Mathematics**

Hackathon Winner **Dec. 2021**
Second Overall and Best UI/UX Hack *Maphacks, Codetivate*

- Built a 3D cartography game in **Unity** winning second place overall at Maphacks and Best UI/UX hack at Codetivate