

Freeman Zhang

B.A.Sc. in Computer Engineering – University of Waterloo Class of 2023

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Skills

Languages and Tools: C/C++, C#, Java, Python, JavaScript, Typescript, HTML, CSS, PHP, SQL, Git, Docker

Work Experience

SOFTWARE ENGINEER | TOOLBX

SEPTEMBER – DECEMBER 2022

- Designed and developed scalable and efficient features for our web apps using TypeScript, React, and GraphQL, resulting in a significant increase in users
- Contributed to the documentation of code, processes, and procedures to ensure that knowledge is shared across the team and company

SOFTWARE DEVELOPER | LOOPIO

JANUARY – MAY 2022

- Worked in an agile team to build and maintain features for our web app with 1000+ customers using React, PHP, and MySQL
- Restructured a large component of our application, changing over 200+ files to improve scalability and modularity

SOFTWARE ENGINEER IN TEST | ONTARIO DIE

MAY – AUGUST 2021

- Worked in an agile team in the QA position, practicing weekly sprints and daily stand-ups, while collaborating releases with the other project teams
- Updated and maintained our test suite containing 500+ test cases for planned and completed testing

QA INTERN | TILR

JANUARY – MAY 2020

- Worked in an agile team with daily stand-ups, 2-week sprints, and monthly releases
- Performed unit and regression tests for both mobile and web apps for over 10 000 mobile users and over 100 clients on the web app

Projects

VR HAPTIC SLEEVE

- Designed and built a haptic sleeve for VR systems to allow for a better immersive experience
- Led sole development of the sleeve design, utilizing 3D modeling software to create custom parts

Y – TWITTER CLONE

- Created and deployed a simple Twitter clone using Typescript, tRPC, TailwindCSS, and Prisma
- Used tools such as Vercel, PlanetScale, and Axiom for CI/CD, database hosting, and error logging

MINESWEEPER.LIVE

- Built a full-stack web app that allows users to create and play minesweeper games with preset and custom sizes using React, Bootstrap, Express and MongoDB

SELF-WATERING PLANTER

- Used C programmed Raspberry Pi to design and create an automatic irrigation system