HELEN ZHANG

JUNIOR SOFTWARE DEVELOPER

778-862-2641 | z.helen.172@gmail.com

A highly motivated quick learner with experience working in front and back end, as well as with a variety of languages such as Java, Python, and Javascript. Strong communication skills and able adapt to many situations.

SKILLS

PROGRAMMING LANGUAGES

Java	C++	CSS/HTML
Python	C#	React
Javascript	C	GLSL

SPOKEN LANGUAGES

Native English
Native Mandarin
Conversational Japanese

EDUCATION

BSc, Major in Cognitive Systems
University of British Columbia, Vancouver

2016 - 2021

PROFESSIONAL SUMMARY

Honeycomb.ai | Software Developer   May 2019 - September 2019

- Worked as a full stack developer on front-end design with CSS and back-end design with Javascript and React.js for websites and web apps.
- Worked on front & back-end of interactive map on the website of the Canadian Celiac Association British Columbia.

PROGRAMMING PROJECTS

BunBun Adventure | BC Game Jam 2020   February 2020

- Designed and developed an isometric video game in Unity in 48hr on a team of two at our first game jam. Continued to develop the MVP afterwards towards a full game.
- Worked with the Unity editor, scripts in C#, and made pixel art sprites & menu design.

Diagnostic Assistance Tool Prototype | COGS 402 Capstone   January - April 2021

- Created a prototype application designed for eventual use as assistive diagnostic tool by clinicians, based on a researched logic model.
- Used Python and Tableau to filter, process, and display relevant patient data.
- Worked and communicated simultaneously with three different research supervisors to meet various complex specifications and changing requirements.

Graphics Modules | CPSC 314   January - April 2019

- Wrote a series of four graphics programs using GLSL, the WebGL API, and Three.js library in Javascript in conjunction.
- Topics covered included transformations, lighting, shading, texture mapping, environment mapping, and shadow mapping.