HELEN ZHANG

JUNIOR SOFTWARE DEVELOPER

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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

TECHNICAL SKILLS

JavaScript	C#	CSS	GLSL
Python	C++	HTML	Git
Java	C	React	Visual Studio

LANGUAGES

Native English
Native Mandarin
Conversational Japanese

EDUCATION

BSc, Major in Cognitive Systems
University of British Columbia

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 React and back-end design with JavaScript for websites and web apps.
- Worked on front and back-end of interactive map on the website of the Canadian Celiac Association British Columbia.

PROGRAMMING PROJECTS

Personal Website | hz172.github.io   March - May 2024

- Built a personal website from scratch using React, JavaScript, and CSS.
- Created accompanying art and graphics, with particular emphasis on interface design.
- Focused on key features such as UX, responsive web design, and accessibility via dark/light mode toggle.

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.