Janice Zhu

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Summary

- Solid understanding of object orientated programming concepts and UML design
- Hands on experience in relational database schemas using SQL and Unix shell scripting
- Collaborated in development teams to successfully design and implement projects
- Articulate oral and written communicator by actively performing live project demonstrations
- Examined software testing methodologies for agile, XP, and iterative development processes

Technical Skills

Programming Languages
C, C#, Java, JavaFX, Python, Unix Shell Scripting, SQL, HTML, CSS, JavaScript

Software Tools
Visual Studio, Oracle Database, JUnit Testing, .NET

Education

Bachelor of Engineering (B.Eng.): *Computer Engineering* Expected Graduation: May 2025
Toronto Metropolitan University, Toronto, ON

Relevant coursework: Digital computation and programming, Software Systems, Software Design and Architecture, Software Requirement Analysis and SPEC, Object Orientated Engineering Analysis and Design, Database Systems I, Engineering algorithms and data structures, Advanced Algorithms, Communication in the Engineering Profession, The Physical Environment

Academic and Personal Projects

Portfolio Website – Developer Aug 2023 – Present
- Technologies used: HTML, CSS, JavaScript, Visual Studio
- Designed and implemented a responsive website that displays my credentials into visual elements
- Built reusable CSS classes that improved the code efficiency

Movie Store Database – Co-Developer Sep 2022 – Dec 2022
- Technologies used: Oracle SQL Developer, Unix Shell Scripting, .NET C#
- Collaborated in a 3-person team of computer engineer students to implement a database management system to store, manipulate, and search for movie entries by customers and employees
- Communicated effectively in a team to discuss and draft an ER-model and translate it into a relational schema to function as a management system for a movie store
- Analyzed and improved the ER-model by decomposing tables to 3NF/BCNF to eliminate redundancy and inconsistent dependency while maintaining the core functionalities of the system
- Transformed the database schema into runnable Unix shell scripts through a select menu
- Implemented a GUI-based application that lets users connect and manage the movies in the database

Bookstore Application – Co-Developer Jan 2021 – Apr 2021
- Technologies used: JavaFX, NetBeans
- Collaborated in a 4-person team of computer engineer students to develop a GUI app for a bookstore to store, manipulate, and list books for the owner and customers
- Incorporated an interactive UI screen that lists the books items using JavaFX
- Applied Object Orientated principles to co-design UML models and a finite state machine system to be translated into code