

Amanda Zhu

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SKILLS STACK

Tech and Design Stack: Figma, Adobe Illustrator, Adobe Photoshop, Procreate, Canva, R/RStudio, Python, HTML, CSS, JavaScript, React, Java, C++11

EDUCATION

Queen's University – Kingston, ON September 2024 – Present

- Bachelor of Computing (Honours), Specialization in Biomedical Computing
- Expected Graduation: April 2026

WORK AND PROJECTS

Website and Graphic Designer, Let's Get Moving – Toronto, ON June 2025 - Present

- Designed and maintained professional websites for various company initiatives, ensuring responsive, user-friendly layouts aligned with brand identity
- Created a wide range of digital ad creatives (banners, social media visuals, Google/Facebook ad graphics) tailored to specific marketing campaigns
- Collaborated with the marketing team to identify target demographics and designed graphics and content to effectively engage those audiences
- Collaborated with the SEO team to apply best SEO practices to website content for enhanced search engine visibility

Queen's UX Club (QUX) Co-Founder, Queen's University – Kingston, ON March 2025 - Present

- Co-founded Queen's University's first UX (user experience) club, fostering a community of 400+ students, industry professionals and start-up clients interested in user experience design
- Organized design tutorials, portfolio workshops, student work showcases, and design hackathons to enhance members' skills in UX research, prototyping, and connections to real-life client projects
- Currently collaborating with Computing faculty professors to provide mentorship opportunities and speaker events

AI in DNA Sequencing Analysis Paper, Queen's University – Kingston, ON January 2025 - April 2025

- 25+ Page Research paper written on application of CSPs, probabilistic reasoning (HMMs) and deep learning (CNNs) to various DNA sequence analysis techniques (Smith-Waterman Alignment, CSAMs, HMMER, DeepBind, etc.)
- Algorithms implemented using Python, Python libraries (NumPy, TensorFlow, PyTorch, Biopython, etc.), using GenBank FASTA files

QHacks Hackathon 2024 2nd Place Winner, Queen's University – Kingston, ON February 2024

- Competed at Queen's University's largest annual hackathon with over 240+ participants and 55+ submitted projects
- Our Team integrated voice and facial emotion detection technology, flask, ChatGPT-4 to create a chrome extension desktop pet "dodo" to aid in virtual and personal learning for students and teachers
- Used Procreate to design a dodo bird based character, UI and character animations

Hackville Hackathon 2024 2nd Place Winner, Sheridan College – Oakville, ON January 2024

- Competed at Sheridan College's largest annual hackathon with over 130+ participants and 40+ submitted projects
- Our team created a note-taking chrome extension that allows study/work groups to add virtual "sticky notes" directly onto Google Chrome websites, with the purpose of making transitions into a new workplace easier

MetHacks Hackathon 2023 3rd Place Winner, TMU – Toronto, ON May 2023

- Competed in a team at Toronto Metropolitan University's (TMU) largest annual hackathon with over 250+ participants and 70+ submitted projects
- Created a video call app that allows users to virtually "play" the piano, drums, and maracas through hand tracking