JESSICA J. ZHANG

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RELEVANT COURSES

•Software: Intro to Programming, Data Structures and Algorithms, Engineering Mathematics and Computation
•Hardware: Fundamentals of Electric Circuits, Digital and Computer Systems

SKILLS

Software: Java, Python, C, Object Oriented Programming (OOP), GDScript, Godot game engine, System Verilog, Assembly (RISC-V), MATLAB, HTML, CSS, React.js, SQLite, Keras, TensorFlow, CAD OnShape
General: Fluent in French (speaking, reading, writing)

EDUCATION

University Of Toronto St. George Campus – Engineering Science (Expected graduation 2027 + 1 year CoOp)
2023–2027

WORK EXPERIENCE

Innovation Developer, RBC Summer Tech Labs – RBC Internship Year 2
Summer 2023
•Collaborated in a group of 4 to create a program for the accounts storage database using Python.
•Developed an API to allow the addition and deletion of large quantities of accounts in the company database.
•The product tested how well the database handled large heaps of accounts and recorded execution time details.
Kumon Learning Assistant – Kumon Employee
2022
•Assisted kids aged 5-12 with foundational math and reading skills.
•Marked homework and provided feedback and aid as needed.
Innovation Developer, RBC Summer Tech Labs – RBC Internship Year 1
Summer 2022
•Developed a link-shortening browser extension and Slackbot for internal use.
•Worked on both frontend and backend, resolving issues and integrating with the Slackbot API.
•Designed webpages and contributed to the overall user experience.
•Used GitHub for code management, collaborating on multiple branches.

LEADERSHIP & PARTICIPATION

Praxis Engineering Design Team – University Design Team
2024
•Shortlisted for the Ian and Shirley Rowe Innovation and Global Impact Award.
•Collaborated on a team of 5 to develop a design solution for worm composting systems at Allen Gardens.
•Created CAD models using OnShape and prepared an RFP document shortlisted by other teams.
•Presented design and engineering solutions at the final Showcase.

PERSONAL PROJECTS

Godot 2D Game – *January 2025*
•Designed and developed a 2D Radiation themed video game using the Godot Game engine. I applied shaders, animations, basic game physics, and Godot node system.
•Game available for download on itch.io (see website/projects)
Java GUI Recipe Manager – *2023*
•Developed a recipe management app with Java OOP and GUI. Integrated sqlite to store accounts and recipes.
Machine Learning Project (Keras, TensorFlow) – *Summer 2022*
•Used Keras and TensorFlow to compare neural networks with the KNN model using the Pima Indian diabetes dataset.
•Wrote a formal report on findings and algorithmic approaches.