

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), Unreal Engine Blueprints, GDScript, Godot game engine, System Verilog, Assembly (RISC-V), MATLAB, HTML, CSS, React.js, SQLite, Keras, TensorFlow, CAD Fusion
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

Unreal Engine 5 3D Game – February 2025

- Participated in a three day game jam hosted by utGDCC where I created a 3D first-person game using Unreal Engine Blueprints.
- Game available for download on itch.io <https://jess-to-impress.itch.io/>

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

Java GUI Recipe Manager – 2023

- Developed a recipe management app with Java OOP and GUI. Integrated SQLite to store accounts and recipes.