# **JOLENE ZHENG**

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jolenezhengjolenezheng

# **EXPERIENCE**

## Software and Web Developer | Rich Media

May 2019 - Aug 2019

Toronto, ON

- Developed interactive tools, cross-browser compatible dynamic websites and videos from scratch for clients such as Samsung, Scotiabank, TD, CIBC and Fidelity in JavaScript, using an agile approach
- Reduced code by 500+ lines in 75% of projects by implementing a graphing and accordion library from scratch in TypeScript; used company-wide
- Proposed and implemented an internal automated emailing system from scratch to respond to potential clients, saving \$25,000 a year in labour costs
- Developed a fully accessible dynamic video with **Google Analytics** to display at a trade show, helping land **310% more clients** than the average month

## Software Engineering Team | Waterloop

Sept 2019 - PRESENT

Waterloo, ON

- Developing the communication pipeline from the controller to the pod through protocols such as TCP, CANBUS, and SPI
- Refining backend infrastructure enabling autonomous driving of the pod

## Web Developer | Six Social

Aug 2019 – PRESENT

Toronto, ON

- Developed and continually maintaining the company's website; viewed by 80+ clients daily and increased sales by \$800+ per event
- Designs and maintains front-end, client-side and server-side architecture

### **Programming Instructor |** Triway Education

Apr 2017 - Aug 2018

Markham, ON

- Tutored Computer Science, Math and English for 25+ students in grades 4-8
- Created well-documented sample programs, and exemplified standard debugging and testing

# **PROJECTS**

### Chess Game with a Chess Bot

Java, SQL | Apr 2018

 Desktop game allowing users to play against a chess bot that uses alphabeta pruning to determine the best move; average win ratio of 12:1

#### Fact Checker

JavaScript, HTML, CSS, Node.js, Microsoft Azure, Algorand | PRESENT

 Web application aimed to combat fake news; extracts a video's subtitles to identify its key topics, and fetches relevant articles to fact check against

## **Doodle Jump Variation: Cactus Climber**

Java | April 2018

- Desktop game where users fight off the effects of a **custom gravity-model** by jumping on platforms while dodging moving items using the keyboard
- Won Best Game in a Grade 12 Game Development Contest

## **Budgeting Tool: Aquarium**

C++ | March 2019

 Web application that simulates the growth of a customizable aquarium according to daily spendings and inputted financial goals

# **O** SKILLS

- C/C++, Java, JavaScript,
  TypeScript, Scheme, HTML, CSS
- Bash, Node.js, MondoDB, Express, Jest, Git, jQuery, JSON, Heroku

# **EDUCATION**

# Candidate for Bachelor of Honors Computer Science

University of Waterloo | 2018 - 2023

- Cumulative GPA of 3.7 / 4.0 –
  Excellent Academic Standing
- President's Scholarship

Completed the Complete Node.js Developer Course

Udemy | 2019

## **Y** ACHIEVEMENTS

- **7**<sub>th</sub>, ECOO Programming Contest (40+ Teams) | 2017
- Honour Roll, Canadian Computing Contest (Junior) | 2017
- Top 25%, Waterloo Math Contests | 2014 - 2018
- Best Game, Grade 12 Game Development Competition (65+ Students) | 2018
- 3rd in Canada with Waterloo's Varsity Ultimate Frisbee Team, Canadian University Ultimate Championships | 2018
- 1st in Canada, Canadian Dragon
  Boat Championships | 2014 2017
- Top 10 in Ontario, DECA Marketing Competition (200+ Teams) | 2017

# INTERESTS

- Ultimate Frisbee; played on Toronto's team, and currently playing on Waterloo's Varsity team
- Basketball; 8+ years
- Game Development; 3+ years
- UI/UX Design; 3+ years
- Machine Learning