JOLENE ZHENG

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💼 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 **alpha-beta 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

⚙ 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

🏆 ACHIEVEMENTS
- **7th**, 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