Jerry Zhao

✉ jr3zhao@edu.uwaterloo.ca
🌐 jerryzhao.me
📞 (647)836-5368
⌨ jr3zhao

Skills

LANGUAGES
Java
JavaScript
C++
C
SQL
Swift
R
Python
Bash
Racket/Scheme

WEB TECHNOLOGIES
Java EE
React
AngularJS
MySQL
JSP/Servlet
AJAX
AWS

TOOLS
Eclipse
Git
HeidiSQL
Jira
Wireshark
Maven

Education

University of Waterloo
Computer Science

Experience

360 Education Labs
Toronto
Full Stack Developer
May 2017 - Aug 2017
Java EE (JSP/Servlet), React, AngularJS, MySQL, CSS3, AWS, jQuery, *Bootstrap, HTML5, Flux (Alt.js)*

- Reduced loading time for large datasets by 90% using dynamic function loading with scalability in mind
- Implemented a media selection plugin into Blackboard LMS that allows the user to attach their media files from the main platform into Blackboard
- Prototyped and developed an interactive video quizzing platform with HTML5 and AWS S3 that is used by all students and instructors
- Designed, implemented and maintained a video capture interface with an extensive access control system using React and Java
- Created and integrated new application features into external learning management systems such as Brightspace and Canvas
- Implemented and handled asynchronous HTTP requests using AJAX and jQuery

Siemens Canada
Toronto
Software Developer
May 2016 - Aug 2016

- Implemented additional features to the DLUX web application using JavaScript, examples include the ability to create overlay networks
- Developed Bash scripts for Maven to automate project build and deployment
- Performed packet analysis with Wireshark to study network behaviour
- Completed a research project that includes multiple presentations and a software demo for senior management and software engineers

Projects

Navigation App
Mar 2016 - Apr 2016

- Created an Android app that uses the phone's sensors to track user movement and displays their location on screen
- Implemented a depth-first search to calculate shortest paths
- Designed a noise-reduction algorithm to allow for accurate movement recognition

Pet Simulator
Jan 2015 - Mar 2015

- 2D simulation game developed using Java's AWT and Swing
- Makes use of dynamic arrays to keep track of multiple users and their respective pets
- Strictly follows the object-oriented design principles to allow for scalability

Snake
Nov 2014 - Dec 2014

- Developed using Arduino and C++
- Designed the game interface with LED matrices and push button switches

2048
Apr 2014 - May 2014

- Recreated the popular game 2048 using Java's AWT and Swing
- Implemented an undo function using a stack
- Incorporated an algorithm that plays a song in the background

Awards

Top 2% · Canadian Computing Competition (Senior)
Across 3600 contestants

Term Dean's Honour List
Awarded to students with an average of 87% or higher