# Jerry Zhao

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## Skills

### LANGUAGES

Java
JavaScript
C++
C
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 tool for Blackboard Learn and D2L Brightspace that allows the user to attach their media files from the main platform into Learn or Brightspace
- Prototyped and developed an interactive video quizzing platform with HTML5 and AWS S3 that is used by thousands of students and instructors
- Designed, implemented and maintained a video capture interface with an extensive access control system using React and Java
- Developed a single sign-on system used to restrict media access to authenticated users for all applicable SSO strategies such as SAML and OAuth
- Created a capture scheduler which parses XML input and automatically starts recording on remote devices based on the given date and time
- Designed and implemented a Moodle plugin which automatically authenticates the user and allows them to browse and post media into Moodle
- Integrated new application features into external learning management systems such as Brightspace and Canvas
- Built fully tested React components while strictly following the Web Content Accessibility Guidelines

**Siemens Canada**  Toronto
Software Developer  May 2016 - Aug 2016

- Implemented features to the DLUX web application using jQuery and NodeJS
- Developed Bash scripts for Maven to automate project build and deployment
- Performed packet analysis with Wireshark to study network behaviour
- Completed a research project which includes a report and a software demo

## Projects

**Navigation App**  Mar 2016 - Apr 2016

- An Android app that tracks 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 pets
- Strictly follows the object-oriented design principles to allow for scalability

**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)  Feb 2015
Across 3600 contestants

**Term Dean's Honour List**  Jan 2017
Awarded to students with an average of 87% or higher