

Kelvin Zhao

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EDUCATION

University of British Columbia

Bachelor of Science, Major in Computer Science (**GPA: 4.22/4.33**)

Vancouver, BC, CAN

Expected May 2024

Key Courses: Algorithms and Data Structures (C++), Software Engineering (Full Stack), Hardware and Systems (C)

SKILLS

Programming Languages: TypeScript, Java, Python, Rust, C#, C++

Tools and Frameworks: AWS CDK, React, Next.js, Angular, Git, Node.js, .NET, Linux

EXPERIENCE

Prometric

Vancouver, BC, CAN

Software Developer Intern

Jan 2022 – Aug 2022

- **Developed and fulfilled 35+ full-stack feature requirements** in collaboration with company stakeholders. Scoped, designed, and implemented changes in **Angular** and **C#** in accordance with stakeholders' needs.
- **Increased efficiency of quality assurance by 30%** by writing **SpecFlow** scripts to automate repetitiveness of feature testing and regression testing.
- Enhanced the performance of several key internal web applications by **implementing batch jobs for administrative processes** and resolving UI problems that hindered productivity.
- **Reduced number of redundant outgoing reports by 86%** through optimizing operational reports and **SQL stored procedures** to maintain quality of business intelligence.

PROJECTS

LetMeInUBC (*letmeinubc.com*)

- Deployed a serverless web application using **AWS CloudFormation** to help UBC students with course registration by sending an email when a desired course becomes available.
- Streamlined the application's processes by transitioning from container hosting to a serverless architecture using **AWS Lambda** and **DynamoDB**, cutting costs by 100% (**\$45 to \$0 per month**).
- Designed a notification and web-scraping micro-service using Python and **API Gateway** to detect and notify students when a course is available.
- **Technologies:** AWS CDK (Lambda, API Gateway, DynamoDB, S3), Python, JavaScript, React, Docker

Postr

- A Tauri-based app for the decentralized Nostr protocol that includes messaging and feed functionality.
- Constructed a **high-performance, lightweight desktop app** using Tauri's integration with Rust and Next.js for a fast and reactive user experience.
- Improved **scalability and reliability** of the app's decentralized architecture by utilizing SQLite3's lightweight, serverless design to store and retrieve notifications events.
- **Technologies:** Tauri, Rust, Next.js, SQLite3, Tailwind, Nostr

Echo

- A platform game developed for *Global Game Jam 2020* using C# and Unity 2D Engine.
- Led a team of 3 engineers, facilitating the **implementation of characters and game physics** while closely communicating with game artists.
- Ensured delivery of a functional demo within the 48-hour deadline by delegating high-priority programming tasks and assisting game artists with level design and Unity-related issues.
- **Technologies:** C#, Unity 2D Engine