

# 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, SQL, C#

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

## EXPERIENCE

### Paragon Testing Enterprises

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.
- Optimized operational reports and **SQL stored procedures** to maintain quality of business intelligence. **Reduced number of redundant outgoing reports by 86%.**

## PROJECTS

### LetMeInUBC (*letmeinubc.com*)

- A **serverless** web application to help UBC students with course registration by sending an email when a desired course becomes available.
- Streamlined functions to use AWS Lambda and DynamoDB instead of previous container hosting, which removed 100% of costs (**\$45 to \$0 per month**). Developed using **AWS CloudFormation**.
- Lead developer of back-end. Used **AWS Lambda** and **API Gateway** to detect and notify students when a course is available.
- **Technologies:** AWS CDK (Lambda, API Gateway, DynamoDB, S3), React, Docker, Beautiful Soup

### Postr

- A Tauri-based app for the decentralized Nostr protocol that includes messaging and feed functionality.
- Used Tauri's integration with Rust to build a **high-performance, lightweight desktop app**, and utilized Next.js for the frontend to build a reactive and intuitive user interface.
- Used SQLite3's lightweight, serverless design to store and retrieve notifications events, supporting the app's decentralized structure and improving its scalability and reliability.
- **Technologies:** Tauri, Rust, Next.js, 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.
- Assisted game artists with level design and Unity-related issues. Ensured delivery of a functional demo within the 48-hour deadline by delegating high-priority programming tasks.
- **Technologies:** C#, Unity 2D Engine

## ACHIEVEMENTS

### Trek Excellence Scholarship

2020

- Top 5% of undergraduate domestic students of their year and faculty at UBC Vancouver.

### Science Scholar

2020

- Standing of 90% or better in the Winter Session.