

Kelvin Zhao

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EDUCATION

University of British Columbia • Bachelor of Science, Computer Science • Vancouver, BC, CAN • May 2024 Grad
Key Courses: 416: Distributed Systems, 418: Parallel Computing, 317: Internet Computing

SKILLS

Programming Languages: Java, JavaScript, TypeScript, Python, C#
Tools and Frameworks: AWS, React, Angular, Node.js (Express), Flask, Docker, Linux, Git

EXPERIENCE

Sony Pictures Imageworks **Vancouver, BC, CAN**
Software Developer Intern *Jul 2023 – Jan 2024*

- Designed and implemented a cross-platform note application using Angular, Flask, Oracle, and Electron to significantly improve artist documentation creation and accessibility. Worked in a Unix/Linux environment.
- Introduced **CI/CD pipeline** using GitHub Actions and Docker to build and deploy an application with web and desktop variants from a shared codebase to enhance development processes and velocity.
- Created an Oracle database schema using SQLAlchemy ORM to **manage and categorize over 200 artist notes**, optimizing content organization and retrieval on the company's isolated content delivery network.
- Designed and implemented RESTful APIs to handle robust **CRUD operations** on notes, categories, and tags.
- Implemented UI/UX enhancements **outside of project scope** based on direct user feedback. Communicated development updates to the broader team and maintained open communication during rollout.

Paragon Testing (Acquired by Prometric) **Remote (Vancouver, BC, CAN)**
Software Developer Intern *Jan 2022 – Aug 2022*

- Designed and implemented **35+ full-stack feature requirements** for multiple first-party web applications using Angular and C# in accordance with stakeholders' needs for changing business requirements.
- Increased efficiency of quality assurance by 30%** by writing SpecFlow scripts to automate repetitiveness of feature testing and regression testing, significantly reducing manual effort and potential for human error.
- Optimized operational reports and SQL stored procedures to maintain quality of business intelligence, which **reduced the number of redundant outgoing reports by 86%**.
- Enhanced the functionality of several internal web applications. Transformed Angular components to optimize administrative processes and resolve UI problems that were negatively impacting productivity.

PROJECTS

LetMeInUBC

- Developed a serverless React app to help UBC students with course registration by sending an email when a desired course becomes available—for free! Attracted and serviced **over 300 unique tracking requests**.
- Designed a course notification service using Beautiful Soup and AWS (API Gateway, Lambda, Cognito, and SES) to detect and notify students when a course was available. Developed using AWS CloudFormation.
- Simplified Python and TypeScript services to use AWS Lambda and DynamoDB instead of previous container hosting, which removed 100% of costs **(\$45 to \$0 per month)**

Echo

- Created a platform game for *Global Game Jam 2020* using C# and Unity 2D Engine.
- Led a team of 3 developers, facilitating the implementation of core game mechanics and functionality while closely communicating with game artists. Assisted game artists with level design and Unity-related issues.
- Delegated high-priority programming tasks and ensured delivery of a demo within the 48-hour deadline.