@kennyzhang620

KENNY ZHANG

@KennyZhang

| ktzhang@sfu.ca | 778 893 2089

Skills:

Technical Skills:

- Developed apps with the Swift programming language and XCode.
- Programmed desktop applications using C++ and C#.
- Familiar with the Microsoft .NET Framework and Windows Forms.
- Developed games using the Unity3D game engine.

Transferrable Skills:

- Excellent communication skills.
- Learns and adapts quickly to new technologies and environments.
- Ability to work under pressure and tight deadlines.
- Ability to remain composed even under stress.
- Strong critical thinking and analytical skills.
- A excellent team player.

Technical Work Experience:

**Game of Apps - iOS Summer Intern:**   July 1st - August 29th, 2019
- Collaborated with developers and designers to translate prototypes to code.
- Fixed authentication bug that prevented users from logging on.
- Constructed the "Expand Your Knowledge" Table View based resource master list, complete with fast searching, sorting and efficient display and access to additional education resources related to software development.
- Built the credits screen for the app complete with swift scrolling, and integration of appealing designs from the UI designers.

SFU - 3D Artist and Front-End Engineer   October 10th - December 18th, 2019
- Collaborated with Project Manager, developer and VR videographer to produce high quality 3D models for the educational project Science World – Observation Hive AR/VR to improve the educational experience and to help people learn more about the lifecycle of bees.
- Designed and constructed 3D bee models and tailored to match the design specifications.
- Used Zappar's AR computer vision libraries for the AR component and Unity WebGL for deployment to iOS, Android and any modern device with HTML5 capability.

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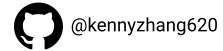
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Technical Projects:

Personal:

Block-Align+ (HTML5/Android):   May 1st - July 7th, 2020
- Built customized version of Tetris with high quality 3D polygonal graphics and a global leaderboard using C#, Blender for graphics and WebRequestFTP to connect to the FTP backend.
- Used the physics engine and collision triggers to determine block locations and shift them down accordingly.
- Learnt basic Javascript and HTML from porting to the Web Version.

Infinite Block Madness! (HTML5/Node.js)   March 21st - Ongoing, 2020
- Built a procedurally generated block based platformer game using the Unity3D game engine with appealing 3D graphics, a functional global leaderboard system built with C# and Javascript, and Microsoft Azure with Node.js installed for the web backend.
- Learnt Node.js to allow for platform-independent leaderboards and used service workers and manifests to allow the web app to function offline, when added on the users' home screen.

Other Work Experience:

Prosperity Laundry Services Ltd: July 31st - August 1st, 2018
- Prepared and inspected clothing prior to placing into washer, ensuring there is no residue.
- Communicated with team members and provided assistance in a fast paced environmentto ensure the job was a success.

Interests:

- Game design
- Road cycling and mountain biking
- Medicine (I currently hold a certification in First Responder with CPR C)