



KENNY ZHANG



TECHNICAL SKILLS

Languages: C/C++/C#, Python, Powershell, Unix bash, HTML, CSS, Javascript, Java, MATLAB, Swift

Technologies: Unity, Unreal Engine, Node.js, Postgres SQL, MySQL, Arduino, Azure, Tableau, Active Directory, SCCM, Microsoft Exchange, ManageEngine, Veeam, Git, GCC/G++

Operating Systems: Windows, Mac OS, Linux

Methodologies: Scrum, Agile, ITIL, Design Thinking

IT Skillset: Troubleshooting issues, installation and maintenance of various computer systems.

EDUCATION

B.Sc Computer Science, Interactive Arts and Technology Minor, Simon Fraser University

EXPERIENCE

SFU - Web Developer

September 2022 - January, 2023

- Designed and coded web interfaces with Leaflet.js to interactively plot research data on a map.
- Users have the ability to filter by location, region, authors, funders and time period.
- Research sites are rendered in real-time and cards display additional information to users.
- Additionally, publications are plotted on the map with simplified filtering for ease of access.

CPSBC - IT Support Technician Co-op

February, 2021 - August, 2021

- Collaborated with the IT Helpdesk team with triaging, and resolving user requests up to 20+ a week.
- Resolved the issue with the director of Communications obtaining a list of all College emails using Powershell scripting from mass emailing to a click of a button.
- Researched a potential cost saving PDF solution: PDFelement. Uses single purchase perpetual licence and has the same features as Adobe but significant savings of \$100,000 in 5 years.

SFU - 3D Artist and Front-End Developer

October, 2020 - January, 2021

- Collaborated with Project Manager, developer and VR videographer to produce high quality 3D models for the educational project Science World – Observation Hive AR/VR.
- 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.
- Added gesture controls to the AR app and motion controls for the Bee previews and Beehive.

PROJECTS

Save our Roots!

March 2023 - March 2023

- Achieved Technical Achievement Award at RootHacks2023 with a sponsor prize of \$100.
- Developed an immersive zombie survival exploration game within the span of 12 hours using Unity.
- Utilized open source assets from the Unity Store and combined with Livepeer's Web3 streaming API.
- Integrated and tested all modules and ensured all components work properly before deployment.
- Presented in front of a large audience of students, mentors and judges.

Plant Scan

May 2022 - August 2022

- One of the few selected groups to undergo a employer project for the company AvaGrows.
- Designed a web application with a team of 5 to capture, store and display information about various plants captured using a Convolutional Neural Network REST API.
- Held bi-weekly meetings with the employer to discuss team progress and to refine the application.
- Developed using HTML, CSS, Javascript and utilized a custom Postgres Elephant.SQL server.