

Kevin Zhang

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Technical Skills

Languages: C++, C#, Java, JavaScript, Python, HTML, CSS, Bash

Frameworks/Tools: Node.js, Cypress, Netlify, TestCafe, Git

Programs: Microsoft Office, VSCode, Adobe Creative Cloud, Fusion360

Soft Skills: Communication, Intrapersonal Management, Leadership, Agile Methodology

Experience

QA Automation Engineer

May 2022 – Aug 2022

ecobee

Toronto, ON

- Wrote automated tests to validate all aspects of the ecobee website on Netlify previews using Cypress
- Structured data in JSON files to streamline the workflow in data-driven testing
- Intercepted data requests to Salesforce and Shopify to ensure there is a lack of client-server discrepancies.
- Maintained communication between different teams to understand ongoing stories and incoming problems
- Developed a dashboard featuring project metrics to enable workflow reflections, decreasing time spent on each project by 13%

Projects

Personal website and gallery | *HTML, CSS, Bootstrap*

Jun 2022 - Jul 2022

- Developed a website using HTML, CSS, and Bootstrap to house my creative portfolio
- Created separate pages to display my photography gallery and personal blog to detail my progress on future projects or interests
- Ensured responsiveness of site on desktop and mobile platforms to ensure a good user experience all around using Bootstrap

YouTube Wrapped (WIP) | *Python, React, YouTube API*

Apr 2022 – Present

- Developed a web application to track and display a user's stats on YouTube using the YouTube API and other RESTful APIs
- Visualized the collected data to be displayed in an engaging manner to the user
- Designed and built a presentable UI in React for a better user experience
- Yes, I stole this idea from Spotify Wrapped :D

Human interface device | *PlatformIO, Git*

Sep 2021 – Dec 2021

- Researched, designed, and prototyped an HID with keyboard switches, buttons, rotary encoders, and an LCD screen
- Programmed the board to interact with the host device using PlatformIO and C so that it can be recognized as a keyboard peripheral
- Used Git to manage and share the project progress between team members

3D Game | *Unity, C#*

Mar 2020 – Apr 2020

- Developed a 3D platformer game using the Unity game engine and C#
- Performed rigorous testing to find exploits or bugs to fix and improve the quality of the game
- Packaged the complete game into its own executable and installer for a better user experience

Wireless Rover | *Java*

May 2020 – Jun 2020

- Assembled a rover with sensors and Wi-Fi connectivity to receive instructions wirelessly
- Analyzed the data received by the sensors and utilized them to develop an algorithm to avoid obstacles

Education

University of Waterloo

Waterloo, ON

Bachelor of Applied Science - Electrical Engineering, Honours Co-op

Expected graduation 2026

- Waterloo President's Scholarship of \$2000
- Animsuic Ensembles