

# Kyle Zhao

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## Education

### Simon Fraser University

Bachelor of Science in Interactive Art and Technology

Burnaby, BC

Sep 2021 – Present

## Technical Skills

**Languages:** HTML/CSS, JavaScript, TypeScript, PHP, Python, C, Java

**Frameworks and Libraries:** React, Next.js, Tailwind, jQuery, AJAX, D3.js, Express.js, Node.js, Flask

**Databases:** Firebase, MongoDB, MySQL, SQLite

**Other Technologies:** Pytorch, MATLAB, Android platform, Tableau, Vega-Lite

**Design Tools:** Figma, Adobe Photoshop

## Experience

### Web Designer and Developer Co-op

Vancouver Chinese Film Festival

May 2024 – Present

Vancouver, BC

- Currently Involved in web development projects for affiliated film festivals during a 4-month co-op
- **Global Director Alliance:** Designing and planning the development of the website independently using Figma, Next.js, Supabase/PostgreSQL, and Stripe.
- **Vancouver International Youth Film Festival:** Updating and maintaining the WordPress site to enhance user experience and functionality.
- Will Collaborate on additional web development projects to support the Vancouver Chinese Film Festival.

### Graphic Designer

SFU Esports Association

Aug 2022 – Present

Burnaby, BC

- Creating social media and event visuals for a 3,600-member Discord community in collaboration with club executives.
- Designed 40+ tailored social media banners using Adobe Photoshop to improve SFU competitive esports players' brand presence while maintaining active communication for feedback.
- Creating specialized graphics for cross-university collaborations while working alongside event organizers.

## Projects

### Resume REST API & Docs Site Generator | *MongoDB, Express, Node.js, Next.js, MDX, Postman* |

April 2024 – Present

- Deployed and tested endpoints for resume management with create, read, update, and delete functionalities.
- Ensured security through key authentication, allowing only authorized access to data modification endpoints.
- Integrated dynamic Next.js site generation with MDX markdown files for rendering documentation blogs.
- Automated the generation of navigation elements based on MDX folder structure.

### Histopathological Lung Image Classification & Segmentation via ML | *PyTorch* |

Mar – Apr 2024

- Achieved 97% accuracy in differentiating normal tissue from two visually similar cancer types.
- Fine-tuned model preprocessing and learning rates, utilizing performance metrics to debug classification bias.
- Managed GitHub repository for collaboration and resolved merge conflicts, ensuring project continuity.

### Fit Foodie App | *Android, Google Maps SDK, SQLite, Material 3* |

Feb – Apr 2024

- Built a foreground service for real-time tracking of location and exercise metrics including dynamic calorie calculations.
- Implemented a SQLite database for user session and gacha management, ensuring data persistence across the app.
- Designed a mobile UI and gamification system, motivating users by merging fitness goals with gaming elements.

### Va11-halla Fansite | *Figma, React, Firebase, Tailwind, Three.js, Python* |

Aug 2023

- Redesigned the Va11-halla game's recipe UI in Figma for better readability and user experience, focusing on scannability and simplified comparison with vibrant cyberpunk aesthetics.
- Implemented a dynamic search and filter system using React tools for unnecessary re-renders ensuring UI performance.
- Used React context state management to streamline data flow and user authentication across the application, ensuring a cohesive user experience.
- Wrote a Python script for the automated addition of 29 drink recipes to Firestore.