

# Kyle Zhao

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## Education

### Simon Fraser University

Bachelor of Science in Interactive Arts 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:** Native Android, Pytorch, MATLAB, Tableau, Vega-Lite, Arduino

**Design Tools:** Figma, Adobe Photoshop, Rhino 7, Onshape

## Experience

### Web Designer and Fullstack Developer Co-op

May 2024 – Present

Vancouver Chinese Film Festival

Vancouver, BC

- Developing a networking/portfolio platform for filmmakers using Figma, Next.js, Supabase/PostgreSQL, and Stripe, utilizing React.js libraries for intuitive interactions.
- Implementing PostgreSQL row-level security, triggers for text search vectors, and S3 buckets for secure database and media operations.
- Performing E2E and API testing using Cypress and Postman to ensure application reliability and functionality.
- Maintaining a WordPress site with advanced plugins and Stripe integration.

### Graphic Designer

Aug 2022 – Present

SFU Esports Association

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* |

Apr – May 2024

- 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.

### Lung Histopathology Classification & Segmentation via Machine Learning | *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 | *Native Android, Google Maps SDK, SQLite, Material 3* |

Feb – Apr 2024

- Designed a mobile UI and integrated a gamification system, merging fitness goals with engaging gaming elements.
- Developed a foreground service for real-time GPS and exercise tracking, displaying metrics in a notification during background operation.
- Implemented live-updating calorie calculation using speed, weight, and duration.
- Created a SQLite database handler for user session and gacha management.

### Analyzing the Geospatial Dynamics of Vancouver's Green City Projects | *Vega-Lite, D3.js, JavaScript*

Nov - Dec 2023

- Developed interactive visualizations to identify neighborhoods lacking certain types of Green City Projects and examined their relationship with population and land use.
- Created interactive maps and charts using Vega-Lite and D3.js, providing insights into urban planning and sustainability.
- Performed data manipulation on datasets from Vancouver's Open Data Portal, uncovering geospatial relationships.