

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, focusing on SEO optimization and integrating Stripe for live purchases and event registrations.

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 site navigation elements based on MDX folder structure.

Lung Histopathology Classification & Segmentation via Machine Learning | PyTorch |

Mar – Apr 2024

- Achieved 97% accuracy in differentiating between two visually similar cancer types in lung histopathology images.
- Fine-tuned preprocessing and learning rates, using performance metrics and visualizations 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, enabling offline and off-screen live tracking.
- Implemented real-time calorie calculations using weight, duration, and speed to determine metabolic equivalents.
- Created a SQLite database handler for user session and gacha management.

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

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, optimized with memoization to prevent unnecessary UI re-renders.
- Created detailed voxel art using MagicaVoxel, optimized and baked in Blender to enhance visual performance, then integrated with Three.js.
- Wrote a Python script for the automated addition of 29 drink recipes to Firestore through web scraping and using an external library for Firebase integration.