

Kyle Zhao

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Education

Simon Fraser University

Bachelor of Science in Interactive Art and Technology

Burnaby, BC

Sep 2021 – Present

Experience

Frontend Developer and UI/UX Designer

Nov 2023 – Present

SFU Surge

Burnaby, BC

- Leading the UI/UX design for 'SFU myConnect,' a collaborative effort in enhancing student social activity.
- Informing decisions with 2022 survey data on student social life provided by SFU.
- Developing the dashboard front-end using React and Tailwind CSS based on the Figma prototype.

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 API | MongoDB, Express, Node, Vercel, Postman |

Oct 2023 – Present

- Deployed and tested endpoints for resume management with create, read, update, and delete functionalities, enabling seamless data interaction for resume entries.
- Ensured security through key authentication, allowing only authorized access to data modification endpoints.
- Dedicated one month to this project and am currently extending its front-end interactivity with Next.js

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.

Technical Skills

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

Frameworks and Libraries: React, 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