Leo (Yuanzhe) Zeng

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EXPERIENCE

Collaborative Approach Therapy Services – Full Stack Software Developer 2022
JavaScript, HTML/CSS, jQuery, PHP, MySQL, WordPress

- Improved appearance and user experience of front-end interface for file management system used daily by 20 clinic staff, by replacing PHP-based functionality with interactive AJAX functionality.
- Provided clinic managers with a centralized, secure, and private document repository for employee communications in clinics in 5 cities, by implementing a SQL-based document storage and an HTML/JS/AJAX interface for creating and managing documents.
- Simplified the management of 30+ calendar events on a WordPress website by implementing a plug-in that imported and exported events between WordPress databases and a customized Google Sheet.
- Prevented unwanted file deletion by replacing the delete method with a move-to-trash method and implementing a restore function.

TECHNICAL SKILLS

Languages	JavaScript, Python, Java, PHP, C, C++, C#, HTML/CSS, Kotlin
Library/Frameworks	jQuery, Bootstrap, Selenium, WordPress, Unity, PyGame, Google API
Technologies	MySQL, Linux, Windows, GitHub, UML, Arduino, Raspberry Pi

PROJECTS

Personal Website 2021
JavaScript, HTML/CSS, jQuery, WebStorm, GitHub Pages leoyzeng.github.io

- Self-taught JavaScript, CSS, HTML, React, and Bootstrap to better understand web development and user interface.
- Implemented an interactive slideshow that users can flip through to display project portfolio.

Chef Boy – 3D action-adventure game where the player explores and fights in an alien world 2020
Java, JMonkey Graphics Engine, UML, IntelliJ, Blender leoyzeng.github.io/projects/chef-boy

- Designed 40+ game entity classes with object-oriented concepts such as inheritance, abstraction, polymorphism, and visualized class interactions with UML diagrams.
- Utilized Blender to create 15 models & textures, and JMonkey Engine to display 3D graphics & lighting.
- Developed sorting algorithms from scratch to quickly organize player's inventory.
- Implemented data structures such as lists and queues to store items and AI enemies as objects for more efficient organization of game objects.

EDUCATION

University of Waterloo September 2021 – Present
Candidate for BASc 2026 Computer Engineering