





# CHARLIE ZHANG

SOFTWARE ENGINEER

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github.com/luoyang9   
charliezhang.xyz 

## SKILLS

**Proficient:** Java, JavaScript, PHP, HTML5, CSS, JSON

**Familiar:** C, C++, Android, AngularJS, MySQL, libGDX

**Tools:** Git, Eclipse, IntelliJ IDEA, Android Studio, Sublime Text

## ACTIVITIES

**SHAD Program, SHAD Fellow**  
*Jul, 2015*

- Attended lectures and workshops focused on STEM

**Programming Club, President**  
*Nov, 2014 – Jun, 2015*

- Developed a Java game for the Ludum Dare game jam

## AWARDS & ACHIEVEMENTS

**Graduate**

**Dale Carnegie Training**  
*Sep – Dec, 2014*

- Received communication and leadership training

**VP of IT of the Year**  
**Junior Achievement**  
*2014, 2015*

## EDUCATION

Honours Bachelor of Software Engineering, Class of 2020

## INTERESTS

Gaming, piano, cooking, badminton, ping pong, reading

## WORK EXPERIENCE

**Programmer, Mikutech**

London, ON

*Oct 15, 2013 – Aug 30, 2014*

- Developed the basic cutscene mechanics and UI of an ActionScript 3 game built using the Starling game engine ([www.cupkinsgame.com](http://www.cupkinsgame.com))
- Developed the gallery portion of a cloud based training site for otology and ophthalmology students built in PHP
- Wrote various PHP scripts to support the software development process and increase employee productivity
- Ensured optimal software quality through rigorous testing
- Communicated with customers to ensure optimal satisfaction

## PROJECTS

**Vertical Shooter Game**

*Nov 2015 – present*

- Developed an Android game using the game development framework libGDX
- Implemented Scene2D UI, a system for spawning waves of enemies, asset loading, and synced, intuitive touch controls

**Personal Website**

*Oct – Dec, 2015*

- Designed and developed an informative and visually appealing website using AngularJS, GreenSock, and jQuery

**MyoMusic, EngHack**

*Nov, 2015*

- Developed a web-based Myo controlled rhythm game using Myo.js where players play using the motion of their arms

**Voyagr, Hack the North**

*Sep, 2015*

- Developed the front end of a location-based blogging site
- Utilized the MapBox API to create a fully interactive map
- Implemented the Google Sign-In and Google Picker APIs to allow users to upload photos from their Google Drive/Photos

**GetOut!, SHAD Final Project**

*Jul, 2015*

- Developed a web platform using PHP, MySQL, and Bootstrap where users can create their own account and profile and get matched with other users based on similar outdoor activities
- Built a fully functioning messaging and buddy system that allows users to message others and add them as friends

\*All projects can be found on my website and GitHub profile