

# Lydia Zheng

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## EDUCATION

**Bachelor of Arts in Computer Science – University of British Columbia**

**September 2016 – June 2021**

## EXPERIENCE

**Business Intelligence Co-op Intern – Statistics Canada**

**September 2019 – April 2020**

- Created reports using business intelligence (BI) and allocation of design space
- Automated repetitive workflow using PowerShell for Power BI workspace file transfer, resulting in 100+ hours of manual work saved monthly
- Instructed 50+ Power BI users in how to utilize specific BI tools through Power Query presentations

**Game Development Intern – You Bou Hu Dong Game Company, Beijing, China**

**July 2018 – August 2018**

- Built a mini-game feature using Unity and C# for a mobile game that was anticipated to be played by over 500 daily users
- Learned and implemented the concept of Object Pool, which optimizes efficiency avoiding re-creation of recyclable objects
- Developed better intuition and learned standard practices for debugging

**Vice President Administrator – Computer Science Student Society, UBC**

**September 2017 – May 2018**

- Coordinated biweekly meeting of 8 executives
- Organized semiannual general meetings for UBC approximately 1840 students or order to gather feedback to improve future events
- Maintained transparency of the organization by preparing concise meeting minutes

**IT Support – BUSGDA**

**April 2021 – Present**

- Develop automation Chrome script to relocate all existent organizational files into a shared drive, which would eliminate permission complications
- Help resolve technical issues of any department within the volunteer organization, including HR, Finance, Logistics, Marketing, Legal, and Partnerships

## TECHNICAL PROJECTS

**Momentos – Unity C#**

**February 2018**

A short narrative-driven game about a convicted man finding mementos that lead to hints about his past

- Developed camera-related aspects of the game: created a scrolling background script by separating one large background into three and alternating their positions; implemented scripts using the Unity environment
- Won Gold Category for IUGO Choice Award and Volunteer Award at BC Game Jam 2018
- <https://devpost.com/software/gamej>

**ChromeZones – JavaScript, HTML, CSS, Open API**

**June 2021 – Present**

A chrome extension that allows users in different time zones to check one another's current time with a single press of a button

- Retrieved real-time time conversions from an open API for 400+ time zones around the world
- Improved efficiency and simplified UI by eliminating redundant time zones
- Prepared detailed and readable documentation of program information, user instructions, and notes for future improvement

**Stygian-Messenger – JavaScript(ReactJS, NodeJS, ExpressJS, MongoDB)**

**June 2020 – August 2020**

A minimalistic messenger web app

- Created a responsive front-end that communicates with back-end server via REST API calls to retrieve user-inputted message data from the Cloud Atlas Database
- Optimized the app's scalability potential using Redux to manage impermanent data in React
- Reduced excessive lines of code using React Hooks
- Deployed the finished product to Heroku <https://stygianserver.herokuapp.com/>

**Dictionary Client – Java**

**September 2018 – December 2018**

A dictionary that displays the definition of inputted words by reading the response from corresponding database using specified matching patterns

- Implemented a client connected to a dictionary server, which retrieves the inputted command using TCP socket connection, Buffered Reader, and Print Writer
- Completed back-end network level functionality to given template front-end Java interface

**Insight Façade – Typescript**

**September 2018 – December 2018**

A database, implemented from scratch, with UBC courses and rooms information that can be filtered and searched via a front-end website

- Demonstrated solid understanding of black box testing by creating sufficient edge cases in the first deliverable of the project
- Completed all file writing and reading of datasets, both in-memory and in-disk using promises and its advantages over callback for dealing with asynchronous functions
- Ensured that the front-end display matched expected output by implementing the server side using REST requests and linking them to methods completed in previous deliverable

## TECHNICAL SKILLS

**Programming Languages**

- 2+ years of experience: Java, TypeScript, JavaScript
- Currently learning or re-learning: C++, C, Unity, Python, MySQL, C#, Figma