Lydia Zheng

Year 4, Computer Science

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Github: github.com/lydia-zheng

TECHNICAL SKILLS

Programming: C++*, C*, Java, JavaScript, Unity*, Python*, TypeScript, MySQL*, C# *

currently learning/re-learning

TECHNICAL PROJECTS

(Academic) Stygian-Messenger <June 2020 – August 2020>- **JavaScript(ReactJS, NodeJS, ExpressJS, MongoDB)**

- A messenger web app built using MERN stack
- Created a responsive frontend that communicates with backend server via REST API calls to retrieve user inputted message data from the Cloud Atlas Database
- Optimized app's scalability potential by utilizing Redux to manage impermanent data in React
- To gain experience with the newer technology, further decided to use React Hook to reduce potential excess lines of code
- Gained insight into release engineering by deploying the finished product to Heroku

(Academic) Dictionary Client <September 2018 - December 2018> - *Java*

- A dictionary that displays the definition of inputted words by reading the response from corresponding database using specified matching patterns
- Implemented a client that is connected to a dictionary server and grabs the results from the inputted command using TCP socket connection to read and write from the client side. Obtained valuable skill of working with Buffered Reader and Print Writer
- Parsed server response by splitting the read line into String array and looping until special character '.' marks the end of server response.

(Academic) Insight Facade <September 2018 - December 2018> -**Typescript**

- The implementation of a database from scratch, with UBC courses and rooms information that could be filtered and searched on a provided front-end website
- Train thought process to consider edge cases more carefully as needed in the first deliverable of the project. Became familiarized with the concept of Black Box Testing
- Handled all of the writing and reading of datasets, both in memory and in disk using promises. Absorbed a deeper understanding of promises(e.g. .then and .catch) and its advantages over callback for dealing with asynchronous functions
- Ensured that frontend displayed the expected output by implementing the server side using RESTify requests and linking them to methods completed in previous deliverable. Experience working with REST model

BC Game Jam <February 9 2018 - February 11 2018> -**Unity C#**

- A short narrative driven game about a convicted man finding mementos that lead to hints about his past
- Was responsible for camera-related script of the game. Obtained basic knowledge in Unity flavor of C# and created a scrolling background script by separating one large background into 3 and alternating their positions. Familiarized with working with Unity environment.
- Won Gold Category for IUGO Choice Award and Volunteer Award at BC Game Jam 2018 - C# Unity
  https://devpost.com/software/gamej

WORK EXPERIENCE

BI Coop**- *Statistics Canada***

September 2019 – April 2020

- Familiarized with Business Intelligence and allocation of design space for report making
- Rudimentary understanding of PowerShell scripts for automation
- Provided support for all Power BI users in the organizations

EDUCATION

BA Computer Science - University of British Columbia

Expected graduation May 2022

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