ZIZENG MENG

PERSONAL INFO

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Permanent Address
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TECHNICAL SKILLS

Languages:
C / C++, Java, Python, Swift, MySQL, JavaScript, HTML/CSS

Others:
Git, MS SQL server, Jenkins, Spring Boot, Docker, jQuery, CI/CD, TensorFlow, REST API, MVC, Postman

ENDUCATION

Bachelor of Mathematics, Computer Science, co-op
University of Waterloo
3B Candidate
- 90%+ on GPA
- Minor in STAT

Related Courses:
- Object-Oriented Programing
- Aspect-Oriented Programing
- Data Structure and Data Management
- Foundations of Sequential Programing (Compiler)
- Algorithms
- Operating System
- User Interface
- Graph Theorem

WORK EXPERIENCE

Software Engineer, PointClickCare (PCC), Waterloo ON, Sep-Dec 2019
Java, MySQL, JavaScript, Python, MS SQL server
- Developed a Java Framework that integrates categorization in multiple Java test frameworks and implemented the Junit test module.
- Setup Test Reporting System that analyzes application tests result and generates reports, as a part of PCC CI/CD
- Understand the PCC user-defined-assessment (UDA) conversion system and implemented a SQL procedure generating a pre-evaluation procedure for each UDA which reduces the time-cost on debugging in production.
- Conducted a centralized login framework to provide an optimized and clear solution to existed disorder login system.
- Researched and developed SQL procedure to implement the new filter feature and provide help on front-end.
- Participated in reconstructing partial test automation framework.

Quality Engineer, ADP/WorkMarket, Toronto ON, Jan-April 2019
Groovy, Python, HTML, Postman, Jenkins
- Contributed to developing WorkMarket's API test framework and migrated API tests from Postman to that.
- Built Jenkins Pipeline script to run API and Acceptance Tests automatically and send analyzed result to sumo logic
- Collaborated with developers to set up and maintain CI environment; Migrated automation tests and investigate and fix the failure.
- Created API and UI tests for new features and microservices.

TECHNICAL PROJECTS

UWaterloo Schedule, ongoing
Swift, Python
- Developed an IOS APP that gathers courses and professor's information from UWflow and UWCalendar, generate best fit schedules based on the users' given criteria.
- Add functionality that generates assignments, quizzes, exams schedule automatically.

Bi-Tetris, Dec 2018
C++
- Utilized knowledge of data structures to build the game with multiple design pattern (decorator) and flexibility for future updates and possible expansions
- Improved algorithms and data structures gameplay sped up computation time by 20%.

Conway's Life Game, Mar 2018
C++, Qt
- Vectorized the implementation of game's core functionality and created GUI using Qt.

AWARDS AND ACTIVITIES

- Match Faculty Dean's Honour's list, Sep 2017-2019.
- Enjoy reading, drawing, pool game and body building