Ruby (Qiyue) Zhang

https://noodlemoodle.github.io/home

Phone: 1(403)891-3268   **Email**: qiyzhang@icloud.com   **Github**: github.com/noodlemoodle

ABOUT ME

I am a newly graduated computer science student with double major in applied mathematics. I have a strong ability to learn new skills quickly and work well in a team setting.

My current goal is to find an entry-level job to further develop my skills as a computer scientist.

EDUCATION

University of Calgary (2013 - 2019)

Bachelor of Science with Distinction

in Computer Science

- Major GPA : 3.7 / 4.0

in Applied Mathematics

- Major GPA : 3.4 / 4.0

TECHNICAL SKILLS:

Platform: Linux

Languages:

- C++
- Java
- Python
- Javascript
- HTML/CSS
- PHP
- C
- C#

Databases:

- MySQL
- MongoDB

Tools and Frameworks:

- Node.js / Express
- Angular
- Android Studios

PROJECTS:

Web-Base Systems - Type.io

A team vs. team web-based typing game where players work together to type out sentences.

Languages/Platforms Used : HTML/Javascript, Node.js

Bus Ticketing Kiosk

A bus ticket kiosk desktop app that allows users to purchase/pick-up tickets, lookup bus routes, with special attention usability and efficiency.

Languages/Platforms Used : C#, Visual Studios

DBMS Project - School Administration DBMS

A DBMS with an HTML interface and a database system in MySQL. The system allows admins of a school to manage student and teacher records.

Languages/Platforms Used : PHP, MySQL, HTML/CSS

Software Engineering Project - Flashcards

A flashcard application allowing a student to create decks of flashcards to study from.

Languages/Platforms Used : Java, Android Studios

Computer Networks

A series of network programs such as HTTP web proxy, multithreaded server/client program for TCP-based file transfer, and secure file transfer.

Languages/Platforms Used : C, Java

Graphics Modelling - Sketch-Based Pixel World

Creation of natural landscapes by using strategically placed cameras to captures the movement of a pen with a special colored-tip.

Languages/Platforms Used : C++, OpenGL, Swift, XCode

Computer Graphics

A series of computer graphics projects such as interactive B-splines, animated hypocycloids, 3D rendering and image manipulation.

Languages/Platforms Used : C++, OpenGL

B-Spline Wavelets

An independent study on the B-Spline family of wavelets and their use in multiresolution analysis.

Languages/Platforms Used : Python