

Chang Zhou

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Qualifications

- Proficiency in C++, Java, JavaScript, Python
- Knowledge in Python machine learning libraries such as Scikit-learn and TensorFlow.
- Work experience in web application development in terms of Angular framework and Spring Boot framework.
- Experience in hybrid mobile application development and related hybrid framework such as Cordova and Ionic
- Strong skills in Eclipse, Xcode, IntelliJ IDEA, Tomcat, Maven, Git
- Work experience in various OS including Windows, Mac OS and Linux, and development tools including JIRA, Trello and Jenkins.

Experience

- Jan 2015 **Java Application Developer**, *N8 Identity*, Burlington, ON.
- Apr 2015
 - Full-stack web page development in front-end, back-end, and database.
 - Added new web elements by using HTML and CSS .
 - Created Java bean for database.
- Jan 2017 **Web Service Developer**, *LoyaltyOne*, Toronto, ON.
- Apr 2017
 - Implemented new features for PUM project, a user management tool which is based on Angular2 framework
- Sep 2017
 - by using Typescript, SCSS and HTML.
- Dec 2017
 - Updated back-end sever by adding new REST controllers to handle front-end requests.
- May 2018 **Software Engineer**, *Frecklelot*, Toronto, ON.
- Aug 2018
 - Maintained and added new features for Ginger Panel which is based on Python Django Admin framework. Ginger Panel is a tool that retrieves data and generates data to clients.
 - Worked with developers from other teams on sprint planning.

Project

Ray Tracer

- Implemented with C++ and OpenGL library to simulate rays on geometries.
- Cast primary rays from the eye position through every pixel in an image plane and intersected primary rays with scene geometry to generate shadows.
- Used the gathered information to perform illumination calculations and choose a colour for the pixels associated with the primary rays.

Education

- 2019 June Bachelor of Computer Science, Honours Computer Science Software Engineering Option
University of Waterloo, Waterloo, ON
- Related Courses: UI, AI, Networks, OOP, OS, Database, Data Structures and Algorithms, Computer Organization and Design, Software Design, Graphic, Machine Learning