Zhenyao (Toby) She

647-676-8657   toby.she@mail.utoronto.ca
Toronto, Ontario
Github: https://github.com/otomn

Markdown version with illustrations can be viewed at https://github.com/otomn/resume

Education

University of Toronto - Computer Science Specialist (Honours Bachelor of Science)
CGPA: 3.95
Scholarships:
- The Isabel Bader In-Course Scholarship
- Hutcheson, Lecily (White) (Johnston) Scholarship Ii
- Lawrence And Sharen Ho International Scholarship Iii

Technical Skills

Languages: C, C#, C++, Java, JavaScript, Python, Shell, SQL, Swift, TypeScript
Development tools: Git, Vim, Unity, Docker, Postgres, VSCode, Xcode

Large Projects

- More details and illustrations can be viewed at: https://github.com/otomn/resume/blob/main/projects.md

Lumen, Lead programmer (C#, Unity)
- A 3D platformer game developed using Unity.
- Developed the core game mechanics and player control system.

SDC Web App, Backend lead (TypeScript, Node, PostgreSQL)
- A platform that allows the public health employees to store, display, and fill clinical forms for efficient data collection and faster data analysis during the pandemic.
- Designed the backend system structure, validation framework, and database serialization framework with a customized ORM.
- Dissected complex problems, assessed task priorities, delegated tasks to the team members and monitored their progress using GitHub PR and Kanban Board.

Game Projects

- Air War X: a 2-player 3D bullet hell game developed with another level designer in less than 48 hours.
- ProjectX: a top-down shooter game developed by 2 programmers, 1 3D artist and 1 level designer.
- Alchymia: a top-down shooter game with a creative element combination system.
- Glory Crest: a flying simulator game. Won 3rd place in GDDC Game Making Death Match 2017.

Open-Source Projects

- st: A tool for storing the output of any program and select lines to be used as inputs or arguments to other programs. Greatly improves the efficiency when working with git.
- GoogleTranslateTab: a light translate tab app built using SwiftUI.

Work Experience

Software Developer, Destiny Solutions, 2019-May to 2020-June (Java, Javascript, SQL)
- Developed and maintained a large online course management system that is used by over 90 universities.

Software Developer, BohrSoft, 2018-June to 2018-August (Java, C#)
- Designed and developed a form scanning app that can extract and save the data electronically
- Developed the backend of an instant messaging app for higher reliability and maintainability.