Ramy Zhang

programmer
musician

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Education

University of Toronto
HBSc Computer Science and
Cognitive Science
2020-2024

Skills

Programming
JavaScript, Python, C#, C/C++,
React, HTML, CSS, Solidity,
mySQL

Communication
Public speaking, tech writing,
slide deck design, consulting,
documentation

Awards

Dean's List (2021)
University of Toronto Scholar
(2020)
IGM Paradigm Extreme
Hackathon, 1st Place (2019)
ShyftHack, 1st Place (2018)
Hack The Hammer, 3rd Place
(2018)

Work Experience

Project Lead: Sistema Toronto   *September 2022 to Present*
UofT Blueprint
- Building educational support tool on iOS/Android for Sistema music teachers, impacting up to 300 under-privileged elementary students in Toronto
- Scoping project with non-profit client; designing tech stack; managing project timeline; recruiting, mentoring and managing developers

Founder's Associate   *May 2022 to September 2022*
Opal
- Deployed, hosted, and maintained Opal's community board using AWS, Ubuntu, and Python import scripts
- Wrote, designed, and launched an organic growth campaign, generating 5-10k USD in attributed monthly organic sales

Administrative Officer   *September 2021 to Present*
UofT Game Design and Development Club
- Managing community; writing game development resources and club documentation; liaising with sponsors, the university, guest speakers, etc.
- Leading weekly meetings and organizing monthly events (game jams, workshops, panels) for up to 50 club members

Freelance Music Composer & Vocalist   *January 2020 to Present*
Self-Employed
- Earning an average of 8k CAD yearly in music composition, session vocals, live performances, and production work for clients internationally
- Building online music presence with 450k streams and 1.5k monthly listeners on Spotify, and 425k views and 850 subscribers on YouTube

Innovation Intern   *July 2019 to September 2019*
Deloitte Digital
- Built a working prototype of a fall prediction device for seniors; used Arduino, MATLAB, Node.js, mySQL, and Twilio APIs
- Presented prototype to managing partners; wrote technical documentation and research documentation on senior living

Projects

Lo-fi Maker   *September 2021 - January 2022*
Unity2D game built in C# to personalize a room and create lo-fi beats
- Lead a team of 5 programmers, artists, and musicians; was lead programmer, composer & sound designer

Brawlr   *October 2021 - December 2021*
Tinder-like mobile app to connect sparring partners
- Built with Java on Android Studio; VCS with Github
- Created chat and swipe functions using Real-Time Firebase database

SecVote   *September 2018 - October 2018*
Ethereum Dapp for secured voting
- Built a decentralized application with Solidity, React, and TruffleJS on the Ropsten testnet; wrote and deployed Ethereum smart contracts with Remix