

Sean Zhang

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Education

The Woodlands Secondary School

Mississauga, ON

Ontario Secondary School Diploma (OSSD)

Expected Graduation, June 2025

- Varsity Swimmer (Captain & Founder)
- Schulich Leader Scholarship Nominee

Experience

City of Mississauga

Mississauga, ON

Deck Coordinator

December 2024 – Present

- Supervised aquatic staff during public swims and lesson blocks to ensure a safe and organized environment
- Coordinated shift schedules, rotations, and break coverage to maintain optimal staffing levels
- Communicated effectively with patrons and staff to address concerns and relay schedule or facility updates
- Ensured timely setup and teardown of equipment, supporting smooth transitions between swim programs
- Monitored safety procedures and conducted regular checks to ensure compliance with facility policies

City of Mississauga

Mississauga, ON

Swim Instructor/Lifeguard

December 2023 – Present

- Taught swim lessons to individuals and groups of all ages, focusing on water safety, skill progression, and confidence building
- Monitored pool area during recreational swims to ensure patron safety and respond promptly to emergencies
- Adapted lesson plans to accommodate various learning styles and developmental levels
- Enforced facility rules and aquatic safety protocols while maintaining a positive and respectful atmosphere
- Performed first aid, rescues, and emergency procedures as needed, maintaining certifications and readiness

Leadership and Activities

Mississauga Aquatic Club

Mississauga, ON

Competitive Swimming

September 2018 – Present

- Competed at Speedo Canadian Swimming Championships (2023, 2024)

Skills and Projects

Personal Portfolio Website | Next.js, React, JavaScript, PostgreSQL (via Neon)

- Designed and developed a dynamic, responsive personal portfolio website using Next.js and React for a seamless user experience
- Integrated a contact form that stores submissions in a Neon PostgreSQL database

Maze Solver | *Java*

- Developed a random maze generator and utilized the Depth-First Search (DFS) algorithm to efficiently navigate and find paths through these complex mazes
- Created an interactive GUI to visualize both the maze generation and solving processes, providing real-time feedback on the algorithm's progress

2048 Remake | *Python*

- Developed a 2048 game remake in Python using the Pygame library, implementing the core game logic, user interface, and tile movement mechanics
- Utilized file handling to read and write the high score, allowing it to persist across game sessions
- Created an interactive GUI for a smooth and engaging gameplay experience