

SHANGSHANG(Daniel) ZHENG

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SKILLS

- Working knowledge with several languages and tools; interested in web development and artificial intelligence
- Communication: Friendly, approachable and experienced in communicating in a professional manner
- Language: Bilingual- both English and Chinese.
- Organization: Excellent at managing multiple tasks within a project
- Teamwork: Can coordinate with team members to efficiently allocate work and exchange ideas

PROJECT EXPERIENCE

Personal Project:

- Personal Web | *HTML, CSS, JavaScript*
 - <https://github.com/ss-zheng/Personal-Web>
 - Acquired experience with the processes of web development: design the functionality and utility of the website with the target viewer in mind
 - Implemented features with emphasis on user-friendliness and accessibility (UI/UX)
 - Turned idea into actual code
- MeetUp (In progress) | *HTML, CSS, JavaScript, PHP, MySQL*
 - <https://github.com/ss-zheng/MeetUp>
 - Working to create a website to make arranging meet-up times easier for people with busy schedules. (Plans to develop an Android/iOS app after completion for further accessibility)
 - Use PHP to obtain and exchange information with external websites such as Waterloo Flow to retrieve course schedules
 - Utilize database with SQL to store and retrieve user input information such as usernames and passwords

Group Project:

- ChamberCrawler3000 | *C++*
 - <https://github.com/ss-zheng/ChamberCrawler3000>
 - Led a three-member group project to create a challenging dungeon-crawler type game
 - Obtained valuable hands-on experience with game design, backend coding, and debugging
 - Effectively managed team to communicate ideas and access external resources such as TAs and professors
 - Refined code to be more elegant and accounted for reusability of certain functions – such as reusing an enemy generation code and modifying it for item generation
 - Proficient application of Design Patterns including observer, strategy, visitor, factory, decorator, etc.
 - Used problem solving and innovation to resolve key issues with random floor generation and how to use the ncurses library.

TECHNICAL SKILLS

Languages:

Proficient: Racket, C, C++, MIPS, HTML, CSS(sass), JavaScript

Familiar: PHP, MySQL

Tools:

Git, LaTeX, Visual Studio, Bootstrap, GDB, Compass

Applications: XCode, Microsoft Word, Excel, PowerPoint, Photoshop

Platforms: Windows, Mac OS, Ubuntu

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON

Bachelor of Mathematics:

Honors Mathematics, 2015.Fall – 2016.Spring

Computer Science, 2016.Fall – present

University of Waterloo, Waterloo, Ontario

ACHIEVEMENTS

- Term Dean's Honors List 2016