

SHANGSHANG(Daniel) ZHENG

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SUMMARY

- Working knowledge with several languages and tools; interested in **web development** and artificial intelligence
- More than one year of **C++ programming** experience
- More than three completed **solid webpage or C++ project** experience
- Excellent at managing multiple tasks within a project
- Excellent team player, coordinate with team members to efficiently allocate work and exchange ideas
- Have capability to pick up new technology and skills in a short time

PROJECTS

PERSONAL PROJECTS

- Personal Webpage | *HTML, CSS, JavaScript*
 - <https://daniel.me>
 - Utilized **Bootstrap and Compass** etc. framework
 - Accomplished **parallax effects, animations effects**
 - Acquired experience with the processes of web development
 - Designed the functionality and utility of the website with the **target viewer** in mind
 - Implemented features with emphasis on user-friendliness and accessibility (UI/UX)
- MeetUp (In progress) | *HTML, CSS, JavaScript, PHP, MySQL*
 - <https://github.com/ss-zheng/MeetUp>
 - Worked 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)
 - Finished implementation on functional login and register interface with PHP and MySQL. (**Store and retrieve user information**)
 - Utilized PHP to obtain and exchange information with external websites such as Waterloo Flow to retrieve course schedules

GROUP PROJECTS

- ChamberCrawler3000 | *C++*
 - <https://github.com/ss-zheng/ChamberCrawler3000>
 - Three-member group project to create a challenging dungeon-crawler type game
 - 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.
 - Obtained valuable hands-on experience with **game design, backend coding, and debugging**
 - **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

TECHNICAL SKILLS

LANGUAGES

Proficient:

C, C++, HTML, CSS/SASS, JavaScript, UML, Bash, PHP, MySQL, MIPS, LaTeX Scheme

Familiar:

Python

TOOLS

Git, Visual Studio, XCode, GDB, Vim, Microsoft Office, Photoshop

PLATFORMS

Windows, Mac OS, Ubuntu

FRAMEWORKS

Compass, Bootstrap

RELEVANT COURSES

Data Structures & Data Management
Elementary Algorithm Design & Data Abstraction
Foundations of Sequential Programs
Logic and Computation

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON

Candidate of Bachelor for Mathematics:
Honors Mathematics,
2015.Fall – 2016.Spring

Computer Science,
2016.Fall – present

ACHIEVEMENTS

- Term Dean's Honors List 2016