

# SALLY ZHOU

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## TECHNICAL SKILLS

**Languages**    JavaScript, C, C++, C#, Java, Python, HTML, CSS

**Technologies**    React, React Native, Redux, Node.js, Ember, MongoDB, Git

## EXPERIENCE

**Microsoft** / Explore Intern (PM & SWE)

May 2020 - Aug 2020

- Built an intelligent mailbox assistant tool to identify, track, and display series of recurring emails for Outlook Web
- Developed and deployed RESTful APIs to access and modify email properties using C# and .NET Core
- Wrote thorough unit tests, logs and recorded metrics to maintain robustness of application at an enterprise scale
- Prioritized impactful features using insights from 15+ user interviews and collaborated extensively across teams

**TobyX** / Software Developer

Apr 2020 - Present

- Responsible for building app features such as transactions dashboard and user feeds using React Native, Node.js
- Implemented fuzzy search for users and optimized database queries through MongoDB aggregation pipelines
- Refactored components, resolved bugs, and upgraded app navigation to improve app security and quality of code

**RewardOps** / Front-End Developer

May 2019 - Aug 2019

- Developed features and guided UI/UX improvements for B2B e-commerce platform using Ember, Ruby on Rails
- Re-architected Ember model hooks by leveraging asynchronous libraries to improve page load speeds by 80%
- Created rigorous testing components and executed automated test suites with QUnit and Travis CI
- Routinely helped team plan ahead, review past performances, and stimulate discussions in an Agile environment

## PROJECTS

**Study Spaces** / React, Node.js

- Built and deployed a full-stack web app to Heroku that shows users nearby empty classrooms on campus
- Used web scraping and UW's Open Data API to extract information about course schedules and campus buildings
- Designed a responsive, mobile-friendly UI with Bootstrap to allow users to explore schedules of rooms easily

**Watan** / C++

- Collaborated with a team of three students to design and develop a command-line variant of the board game Catan, featuring the ability to save/load game files and command-line options to customize game difficulty
- Applied object-oriented programming concepts, relevant software design patterns, and memory management with RAII to efficiently handle game data

## VOLUNTEERING

**STEM League** / Developer Program Mentor

Jun 2020 - Aug 2020

- Conducted weekly remote mentoring sessions to teach students aged 12-16 about data programming with Python and web development with HTML, CSS, and JavaScript in an 8-week Developer Program
- Designed creative coding workshops and organized cumulative hackathon with other mentors for 300+ students

## EDUCATION

**University of Waterloo**

Sep 2018 - Present

Candidate for Bachelor of Computer Science, Honours Co-op

- GPA: 3.94/4, Term Dean's Honours List (x4)
- Relevant Coursework: Data Structures and Data Management, Object-Oriented Software Development