

ZIMING (TIGER) YE

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SUMMARY OF QUALIFICATIONS

- 2 yrs of experience using Fusion 360 in a workspace environment
- Great time management skills achieving top marks while also being the head of FRC Robotics
- Eager learner, self learned: Godot (game development tool), CSS, Photoshop, HTML
- 2 years of experience in Java Version 8 and 1 year of experience with Python 3.6
- Immense perseverance to accomplish goals from school projects and cross country
- Physical problem solving skills developed through mechanical aspects of FRC Robotics

PROJECTS

FRC Robot CAD, Agincourt, Toronto, ON

2018—2020

Demonstrated teamwork, CAD skills and leadership as the head of design for FRC team; resulted in a fully functioning robot for the game of 2020

Canada Airport Flight Display, Agincourt, Toronto, ON

2020

Used understanding of Java to write an airport application that read flights from file to display and allowed customers to purchase or refund tickets

WORK EXPERIENCE

Maintenance worker, Toronto Pan Am Sports Centre, Toronto, ON

July—August, 2018

Performed general maintenance duties

Assisted in the excavation of ground for replacement of wiring

Entrusted to ensure the smooth operations of the centre

AWARDS

President's Scholarship of Distinction

University of Waterloo

Admission average of 95%+

Certificate of Distinction Fermat

University of Waterloo

Top 25% in Fermat math contest

Performance with Honours

COMC (Canadian Open Math Competition)

2nd percentile in COMC

EDUCATION

Mechatronics Engineering, University of Waterloo, Waterloo, ON

2020—Present

Relevant Courses: Digital Computation, Calculus 1 for Engineering

ACTIVITIES AND

INTERESTS

CROSS COUNTRY

2016—2019

OFSAA qualifier [2016]

3D DESIGN

2018—present

Deep understanding of Fusion 360 and Autodesk Inventor

GAME DEVELOPMENT

2020—present

Mastered the Godot game engine

ULTIMATE FRISBEE

2016—present