Jackie Zhou

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Junior Software Developer

Problem Solver | C# | UI/UX Design

- Strong foundation in software engineering principles, data structures, and algorithms.
- Experienced in collaborating with multidisciplinary teams to deliver polished, engaging user experiences in software.
- Student of Software Engineering Technology Advanced Diploma, and also holds a Bachelor of Business and Information Technology
- Skilled in designing and implementing gameplay systems and UI for interactive applications and games.

Skills

Programming Languages: C#, Java, JavaScript, HTML, CSS, SQL

Libraries and Frameworks: React, Angular, Node.js, Express.js, .NET

Tools: Git, Trello, Excel, Jira, Visual Studio, Eclipse, IntelliJ, Unity, MongoDB

Platforms: Linux, Windows, Android Studio

Education

Software Engineering Technology (Co-op) Advanced Diploma   September 2024 - Current
Centennial College, Toronto, ON | 4.4 GPA

Relevant Courses:

Advanced Database Concepts (SQL)	Java Programming	Software Systems Design
Web Application Development	C# Programming	Unix/Linux Operating Systems

Game Development & Entrepreneurship Bachelor's Degree (Honours) September 2019 – June 2023
Ontario Tech University, Oshawa, ON | 3.82 GPA

Relevant Courses:

Data Structures and Algorithms	Game Engine Design	Artificial Intelligence for Games
Emerging Technologies	Computer Architecture	Distributed Systems and Networking

Related Experience

Online Data Analyst — TELUS Digital, Remote   Nov 2023 – Aug 2024

- Verified and compared datasets to ensure accuracy and relevance for AI training.

- Applied systematic analysis to assess data quality and improve information reliability.

Gameplay Programmer — Sonical.ly, Remote   Jan 2023 – May 2023

- Consulted with clients to design minigame concepts aimed at increasing user retention.

- Developed three minigames with C# and Unity game engine for a music production education app.

Select Projects

Epic Mob Siege: Nightmare **– Video Game Mod**

- A mod for the popular sandbox game, Minecraft, it implements custom AI mob behaviours using Java.
- Currently has over **75,000** downloads.

Celestial Conquest **– Real Time Strategy Game**

- Worked in a 5-person team that included artists and other programmers.
- Designed and created the drag multi-unit selection system as well as some menu and in-game UI systems using C# and Unity game engine.