

ZHEN YAO HENG

Flat 408, 10 Keith St, Glasgow G11 6QQ | +44 7818948466 | zhenyaoheng@gmail.com | [LinkedIn](#) | [Personal Website](#)

EXPERIENCE

Off-Axis Gigs

Software Developer

Glasgow, United Kingdom

September 2024 – Current

Contributing as part of a 5-member development team to create a comprehensive ticketing system website similar to Ticketmaster.

- Artists can create and manage Gigs and sell Gig tickets.
- Users can buy tickets and have unique QR codes emailed to them. Gig Managers can scan the QR codes and verify the tickets.
- Collaborated and aided team members to implement Stripe payment processing, admin interface customization and frontend design enhancements, with more features planned in the future.
- Maintained clear communication channels with our client to better understand their needs, with monthly meetings to showcase our progress and fix any issues that may arise.
- Technologies: Django, HTML, CSS, Python, JavaScript, Stripe.

EDUCATION

University of Glasgow

BSc of Computing Science

Glasgow, United Kingdom

September 2023 – June 2026

- Modules: Object-Oriented Software Engineering, Algorithms, Data Structures, Data Fundamentals, Systems Programming, Cyber Security Fundamentals, Networked Systems, Operating Systems, Text as Data

Glasgow International College

Foundation in Science and Engineering (SCQF 7 Level Certificate)

Glasgow, United Kingdom

September 2022 – June 2023

- Modules: Programming, Engineering, Intermediate Mathematics, Extended Project
- Results: Pass with Distinction

COMPETITIONS

2024 Glasgow University Annual Hackathon

Glasgow, United Kingdom

- Contributed as part of a 5-member team and developed “Plane Panic”, a 3D web game showcasing global cause-and-effect relationships.
- Contributed to creating an interactive experience which visualizes how worldwide events impact people’s happiness levels.
- Technologies: HTML, CSS, Python, JavaScript, Three.js

2024 Glasgow University Code Olympics

Glasgow, United Kingdom

- Went through as many algorithm challenges individually as possible in the span of 24 hours

PROJECTS

Off-Axis Ticketing

A ticketing website like Ticketmaster where Artists can host Gigs, and Customers can buy tickets. Currently working in a team of 5.

- Implemented the login, registration and email password reset system with a visually appealing login and registration page to enhance user experiences.
- Aided teammates in implementing the ability for users to buy tickets and have the tickets emailed to them.
- Demonstrated the ability to learn new technologies and apply them in real world use cases.
- Technologies: Django, HTML, CSS, Python, JavaScript, Stripe

Plane Panic

Interactive game that shows consequences of actions which was made during the annual DYHTG hackathon organized by the University of Glasgow School of Computing Science.

- Demonstrated the ability to work under tight time constraints and work nicely in a team to produce a working prototype in 24 hours.
- Technologies: HTML, CSS, Python, JavaScript, Three.js

InsQuire

A group project between me and a few fellow students.

- Reddit clone where users can login, submit questions, upvote and downvote on the respective questions, and answer them.
- Technologies: Django, HTML, CSS, Python, JavaScript

SKILLS

- Most familiar languages: Python, Java
- Experienced Languages: C/C++, HTML/CSS, JavaScript
- Relevant Experiences: Django, NumPy, Linux
- Language: English (Fluent, IELTS 8.0), Chinese (Native), Malay (Working Proficiency)
- Hobbies: Videography, Photography, Video Editing, Drone Flying