

# YI FAN ZHANG

2B Computer Science

Website: <https://yf22zhan.github.io>

Github: <https://github.com/yf22zhan>

Phone: 519-781-2227

Email: [yf22zhan@uwaterloo.ca](mailto:yf22zhan@uwaterloo.ca)

Address: 141B Weber St N, Waterloo, ON, N2J 3G9

## SUMMARY

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- Competent in C++, Java, C#, Python, Visual Studio/Eclipse, Git/SVN, Selenium&JIRA, Android development and development on Linux system
- Working knowledge of MVC web development with HTML, CSS, SQL, JavaScript, Node.js and frameworks&libraries including AngularJS, Bootstrap and JQuery
- Project experience in game development with Unity, OpenGL and SFML, and 3D modeling with Blender
- In-depth understanding of algorithm analysis and data structures including red-black tree, binary heap and hash table. Fundamental sorting, searching techniques and complexity theory
- Lab Experience in ARM microprocessor Assembly programming and Altera FPGA VHDL programming
- Experience in working in a fast-paced, teamwork environment and agile development

## EXPERIENCE

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### R&D Developer/Mobile Test Automation Developer

Jan 2016 – April 2016

Pelmorex Media Inc. – Oakville, ON

- Performed R&D on functional test automation, a Java-written integrated system to send requests with data, parse and execute them on app, which uses libraries such as HttpURLConnection and NanoHTTPD
- Implemented fundamental UI events with Android uiautomator library for automated UI testing
- Helped reduce manual testing on Android app and thus one colleague transferred to iOS development

### System Level Test Engineer

May 2015 – Aug 2015

Tyco Security Products Canada – Vaughan, ON

- Developed sensor-to-server wireless communication verification Coronys ETS scripts
- Implemented RF-control on sensor simulators to avoid spamming requests upon signal interference and system resume by unregistering and re-registering sensor simulators with Windows Device Console

## PROJECT

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### Conway's Game of Life – Desktop Game

<https://github.com/yf22zhan/Game-of-Life>

- Implemented in C++ with SFML multimedia library which demonstrate state-driven game design, UI and logic separation, resource caching and UI controls

### Roll a Ball – Cross Platform Game

<https://github.com/yf22zhan/Roll-a-Ball-Game>

- 3D ball-rolling and object-collecting game implemented in C# with Unity

## EDUCATION

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Candidate for Bachelors of Computer Science, Honours, Co-op

University of Waterloo, Waterloo, ON

Sept. 2014 - Present

GPA 3.85