

Yikwun Zhang

Software Engineer

“The future is shaped by those who embrace change”

OBJECTIVE

A versatile, ambitious engineer constantly seeking new challenges to overcome, with a focus on developing software with a user-centered approach. Has developed several desktop and mobile applications, including an Android/Android Wear app, and a reimagined version of the classic game, Snake, using C++ and X11.

EXPERIENCE

Web Developer at Shew Properties, Toronto

May – December 2018

- Responsible for developing webpages to market new pre-construction condo projects to potential clients, collecting **over 100 leads**.
- Managed advertising of projects using Google Adwords, utilizing best SEO practices and creating advertising materials to successfully market projects to **over 200,000** across the GTA.
- Led the **complete redesign** and migration of www.shewproperties.com over to WordPress to resolve loading speed and responsiveness issues on mobile devices.

Instructor at Hatch Canada, Toronto

January – April 2016

- Taught computer science fundamentals to **over 100** young, aspiring developers aged 8-13 using the p5.js library in JavaScript.
- Led the robotics curriculum designed to teach students about the connection between software and hardware, with the medium being mBots, and using the programming language Scratch.

PROJECTS

HEALTH-E (Android)

- Collaborated, in a team of three, to develop a **mobile application** designed to monitor a user’s health using data collected from sensors on a smartwatch connected to their smartphone through Bluetooth.
- Displays, in real-time, the user’s heartbeat plotted on a graph that will contact emergency personnel upon detection of unusual patterns such as a rapid decline.

YouTube Desktop Client (Java/Swing)

- Developed a desktop application that fetches and displays YouTube videos using Google’s API in either list or grid format, and dynamically changes the contents depending on the size of the window.
- Results of a query can be filtered based on user ranking, saved to a file, and loaded from saves.
- Videos can be played by clicking on the thumbnail, opening a link to the video using the default browser.

EDUCATION

Bachelor of Computer Science, Management Minor

Sept. 2014 – April 2019

University of Waterloo

- Enrolled in the Software Engineering Option to further enhance knowledge of software development.
- Delivered final presentation in capstone course for management studies, drawing upon all aspects of business management including strategic thinking, forecasting & analysis, and team dynamics.
- Participated in many group projects to effectively develop collaboration, conflict management, and communication skills in a team environment.

Contact Info

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Technical Skills

Java	Advanced
C++	Advanced
Python	Proficient
C#	Proficient
Git	Proficient
Microsoft Office	Proficient
SQL/DB2	Intermediate
Bash Shell	Intermediate

Areas of Expertise

- Software Development Life Cycle
- UI/UX Design
- Computer Security & Privacy
- Computer Networks
- Object-Oriented Programming
- Software Requirements Specification & Analysis
- Software Testing & Quality Assurance

Interpersonal Skills

Written/Verbal Communication
Teamwork/Collaboration
Leadership