

YING ZHOU



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EDUCATION

Honours Bachelor of Arts
University of Toronto
CGPA 3.84
Graduated with high distinction

September 2017 – April 2021

SKILLS

Web: HTML, CSS, JavaScript, React

Tools: Photoshop, Illustrator, Figma, ArcGIS, Pytest, Postman, Git

Languages: Java, Python, C, SQL, Unix

PROJECTS

§ Online Sudoku Puzzle (<https://online-sudoku-solver.herokuapp.com/>)

October - November 2021

- Worked in a team of 2 to design and implement an online sudoku solver that uses backtracking to solve sudoku puzzles
- Developed reusable React components that allow users to submit a partially completed sudoku puzzle and view the solution
- Created 17 unit test and regression test cases using Pytest, helping catch 5 bugs
- Designed a user-friendly interface that highlights a cell in red if that cell contains a duplicate number as one in the same row, column, or 3 by 3 square

§ Pursuit Mobile App Prototype (<https://www.figma.com/proto/v6SdntqGCmetUSAFdPpkCH/Hi-fi-Prototype?node-id=782%3A27580&scaling=scale>)

September - December 2020

- Collaborated with 5 others to create a prototype for a mobile social media fitness app that won 3rd place in a UX design competition
- Conducted a survey with 50 individuals to identify challenges the respondents faced when participating in online communities
- Designed 2 low and high-fidelity prototypes and conducted usability testing with over 5 participants each to improve our design

EXTRA-CURRICULARS

§ Hyperloop Design Team

University of Toronto

May - September 2021

- Took the initiative to implement Python scripts to parse data from government agencies, improving my team's productivity by 10%
- Analyzed the parsed data using ArcGIS to develop 5 maps to aid in the plan for a potential hyperloop transit system between Toronto and Montreal
- Guided new team members and coordinated their tasks, decreasing their onboarding time by 10% and ensuring they delivered quality work within the deadline

§ Computer Science Tutor

University of Toronto

January 2019 - April 2021

- Tutored students in various computer science courses, allowing them to understand the concepts better, which improved their marks by 5-10%
- Published detailed and concise lecture notes within 24 hours of each class for students to use