

# Zachary Koo

(403) 991-1833

[zmkhooseng@gmail.com](mailto:zmkhooseng@gmail.com)

Website: [zacharykoo.github.io/zacharykoo](https://zacharykoo.github.io/zacharykoo)



[github.com/zacharykoo](https://github.com/zacharykoo)

[linkedin.com/in/zachary-koo](https://linkedin.com/in/zachary-koo)

## EDUCATION

**University of Calgary** - *Bachelor of Science in Computer Science and Biological Science*

GPA in Computer Science: 3.67

## SKILLS

### Software Development

**Languages:** Java, C, C++, Haskell, Python, Go, SQL, Javascript(Vue, Angular), PHP **Technologies:** Git, Linux

## WORK EXPERIENCE

### Student Enrollment System - *University of Calgary*

August 2022 - CURRENT

- Modifying Web-enabled, group-scheduling system for University of Calgary, allowing students to view and print schedules for current and future semesters using PHP.
- Innovated time-saving, robust data-intake system that automates and modifies databases using MySQL.

## PROJECTS

### EcommerceWebApplication - <https://github.com/zacharykoo/EcommerceWebApp>

January 2022 - May 2022

- Created backend database management using GORM, repository and query using SQLite. API handlers and services for the E-commerce application are created in **Golang**
- Established frontend connection with API GET, SET and POST requests using **Angular**

### DistributedSystem - <https://github.com/zacharykoo/DistributedSystem>

February 2022 - May 2022

- Peer-to-Peer Distributed system created using B-multicast algorithm which contains a peer process and a registry process in **Java**
- Implemented system communications using paradigms, including fault tolerance and coordination with timed systems paired with ACKs
- Connection is established by UDP Datagram socket and can handle a minimum of 121 users request concurrently with at most 7.76 ms delay

### Self-checkout software - <https://github.com/zacharykoo/selfcheckoutProject>

January 2022 - April 2022

- Self-Checkout System handles items in database by using PLU code or scanning Barcode paired with respective observers
- Each component of the software is tested and has 100% unit test coverage to ensure the application is functionally implemented using **Java**

### NotScribbl.io, "Nightowl Studios" - *real time drawing guessing game* <https://github.com/nightowl-studios/arcade>

June 2020 - December 2020

- Backend websocket connection and API service implemented using Gorilla, drawing tool canvas with event handlers implemented in **Golang**
- Web client, frontend communication with general UI were designed in **VueJS**

## EXTRACURRICULAR ACTIVITIES:

### Competitions:

- Alberta Collegiate Programming Contest - 12th (2020)
- Calgary Collegiate Programming Contest - 6th (2021)
- Member of University of Calgary Competitive Programming Club (2020-PRESENT)

### School activities:

- Executive of Badminton Club at the University of Calgary (2017 - 2018)