

Michael Zhang

Bachelor of Computer Science

<http://zhang165.github.com>

Technical Skills

Programming Languages: Java, Python, Javascript, C#, C++
Applications: Unity5, IntelliJ, Eclipse, Photoshop
Web: JQuery, Django/Pyramid, HTML5, CSS3, Flash
Tools: MySQL, Eclipse IDE, Android Studio, Git, SVN

Personal Projects

Drive | December 2016

- A robotic car that will attempt to navigate past obstacles using hybrid A* search
- Technologies used: Unity5, C#

League of Legends Card Game | August 2015

- Developed a single player card game based on League of Legends and Hearthstone in Unity5 for Windows Platform
- AI attempts to defeat player based on players' card patterns and outcomes of previous matches
- Technologies used: Unity5, C#

Personal Website | November 2015

- Developed a personal portfolio website with live demos of my other projects
- Technologies used: Javascript, CSS, JQuery

Academic Projects

Paranoid Bikers Web Application | May 2015

- Data-intensive web application that utilizes Vancouver Motorcycle Parking data, Vancouver crime data, and Google Maps API to locate ideal parking locations.
- Social network integration through Facebook and Twitter
- Technologies used: Django, Python, Git

Sudoku Solver | December 2014

- Utilized a game tree approach to solve a 9x9 Sudoku puzzle
- Technologies used: Javascript

Work Experience

Web Development Internship | September 2015 – Present

Canada's Michael Smith Genome Sciences Center | Vancouver, BC

- Developed a web interface for managing lab protocols and sample submissions in a multi-petabyte database
- Implemented a jQuery plugin using the factory design pattern to analyze data pipelines
- Technologies used: Hadoop, Python, Javascript, MySQL, SVN

Extracurricular

Competitive Algorithmic Programmer | October 2015 – Present

UBC ACM Programming Team | Vancouver, BC

Education

Bachelor of Computer Science
The University of British Columbia
GPA: 3.8

Anticipated graduation date:
April 2017