

# Michael Zhang

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Bachelor of Computer Science

Email: [zhang165@gmail.com](mailto:zhang165@gmail.com) Portfolio: <http://zhang165.github.com> Github: <http://github.com/zhang165>

## Work Experience

### Amazon | Seattle, WA

Software Development Engineer Intern | May 2016 – July 2016

- Re-architecture of an existing platform for scalability and flexibility
- Technologies used: Java, Git, Eclipse, Guice, Spring

### Genome Sciences Center | Vancouver, BC

Web Development Intern | September 2015 – April 2016

- Developed a web interface for managing lab protocols and sample submissions in a multi-petabyte database
- Technologies used: Hadoop, Python, Javascript, MySQL, SVN

## Technical Skills

Programming Languages: Java, Python, Javascript, C#, C++

Web: JQuery, Flask/Pyramid, Django, HTML5, CSS3

Tools: Guice, Spring, Eclipse, IntelliJ, Git

## Projects

### **Drive | December 2016**

- Designed a navigation system that will drive a car to any destination while avoiding static obstacles using hybrid A\*
- Technologies used: Unity5, C#

### **League of Legends Card Game | August 2015**

- A single player card game based on League of Legends and Hearthstone in Unity5 for Windows Platform
- Technologies used: Unity5, C#

### **Personal Website | November 2015**

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

### **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.
- Technologies used: Django, Python, Git

### **Sudoku Solver | December 2014**

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

## 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