

# Michael Zhang

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Bachelor of Computer Science

## Technical Skills

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

## Personal Projects

### Personal Website

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

### 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#

## 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.
- 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

Michael Zhang