

Michael Zhang

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

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 script attempts to defeat player based on players' card patterns and outcomes of previous matches
- Technologies used: C#

Personal Website

- Developed a personal portfolio website
- 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

MeetUp Android Application | March 2015

- Implementation of an android application that allows users to plot their course schedules, determine if there are mutual breaks between two users, and recommends optimal locations to meet
- Utilized FourSquare's Venues explore API to find locations on a university campus
- Technologies used: Java, Android Studio

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

Education

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

Anticipated graduation date:
April 2017

Michael Zhang