Tom Zhu

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Education

Carleton University   Ottawa, Ontario
Bachelor of Computer Science Honours, Minor in Statistics   2019-2024
- **12.0 / 12.0 Cumulative GPA**, Faculty Entrance Scholarship, Dean's List, Computer Science Award
- Relevant Coursework: Discrete Structures I, Introduction to Mobile Application Development, Introduction to Computer Science I & II, Introduction to Statistical Modeling I

Projects

Carleton Timetable Generator   github.com/zhu-tom/Course-Registration
JavaScript, jQuery, Bootstrap, Python, Flask, BeautifulSoup
- Developed a web application that displays all possible timetables given a list of course codes.
- Users can filter by start/end times and days off, save timetables and view their professor's rating.
- Created a Python script to scrape lecture sections and corresponding tutorials off of the public class schedule using MechanicalSoup and enumerate the possible combinations for the given filters.

Fast Food Haven   github.com/zhu-tom/Fast-Food-Haven
JavaScript, jQuery, Python, Flask, BeautifulSoup, Google Maps API, UIPath
- Led a team of 4 to create a web application that serves as a hub for fast food coupons and deals.
- Programmed a Flask application and Python script to scrape coupon data when requested.
- Implemented Geolocation and Maps API to attach distance and map links to the nearest restaurant.
- **Winner of Best Hack Using UIPath at cuHacking 2020**

Carleton Volleyball Club Website   zhutom.com/cuvb-source
JavaScript, Node.js, Express.js, MongoDB, React, Gatsby, GraphQL, SCSS
- Developed a MERN stack application used by the Carleton Volleyball Club as a homepage and event registration system. Created front-end in React and Gatsby, and used Lodash to throttle inputs.
- Implemented user authentication services, event database CRUD operations, website administration tools with MongoDB. Constructed mailing from the admin side to users with Nodemailer.

Speed Mingling App   github.com/zhu-tom/Viber
Android, Java, Firebase, WebRTC
- Designed an Android application that connects users for anonymous video or text chat using a queue. Created an option to send and accept friend requests after the chat ends.
- Synced video and audio streams using WebRTC Peer Connections. Stored, authenticated, and queued users and facilitated text chat in Firebase.

Experience

Science Student Success Centre   Jun 2020-Present
Peer Mentor - Computer Science Team
- Supported and motivated first-year student mentees with resources, workshops, and mentoring sessions geared towards adjusting to and succeeding in university and the Faculty of Science.

Hot Glue Games   Jul 2018-Aug 2018
Quality Assurance Analyst
- Documented and verified bug reports in Azure DevOps and created and executed test plans. Responsible for creative input for new features and variations.

Skills

Programming Languages: Python, Java, JavaScript, Swift, PHP, C, SQL, GraphQL
Frameworks/Technologies: Flask, BeautifulSoup, jQuery, React, MongoDB, Gatsby, Node.js, Express.js, JavaFX, WebRTC, Firebase, OAuth 2.0, REST API, Azure DevOps, Git