

Zihe Zhang

Experience

Incoming Software Engineer | HomeX

Sept 2021 - Dec 2021 | Toronto, ON

- Marketplace Applications Team

Full Stack Developer | Ontario Digital Service

Jan 2021 - April 2021 | Kitchener, ON

- Developed **3 new pages** for the province of Ontario's COVID-19 data visualization microsite with **450,000 + views** per month using **React**, **Apex Charts** and **Node.js**
- Built a map displaying coronavirus cases in schools across Ontario with **Leaflet.js** and GeoJSON data
- Created time filtering functionality for all graphs and tables based on high demand from user and stakeholder interviews
- Refactored **over 100 components** and implemented **Storybook.js** to improve extensibility and maintainability

Full Stack Developer | Rivvi

May 2020 - Aug 2020 | Toronto, ON

- Designed and developed an online ordering platform UI from ground up using **Figma** and **React**
- Authored a sign-up form using React and Google Sheets API for new clients. Deployed through **AWS Amplify Console**
- Architected fuzzy search bar as well as business sorting and filtering functionalities for online ordering platform using **fuse.js**
- Refactored **SQL** database and created **Node.js** API endpoints to host and process data
- Increased the search engine results from page 4 to **top Google result** by implementing SEO strategies such as developing meta tags, schema markups and adding relevant links to the website

Engineering Assistant | Manying Consulting

May 2019 - Aug 2019 | Toronto, ON

- Edited **AutoCAD** drawings per engineer markup
- Prepared, updated, and organised engineering and administration files such as transmittals and comment response sheets
- Coordinated and generated reports for business expenses

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🐙 github.com/zihezhang

🌐 linkedin.com/in/zihe-zhang

Skills

Languages

JavaScript, C++, C, Python, Java, HTML, CSS/SCSS, TypeScript, SQL, Bash

Frameworks & Tools

React, Node.js, Google Cloud Platform, Firebase, AWS, MySQL, Git, Figma

Projects

Sudoku Solver - Python

- Built a backtracking algorithm that efficiently solves puzzles of varied difficulty

Mario Poker – Java, Photoshop

- Created a simplified Mario themed poker game using Java, and object-oriented programming
- Designed custom game sprites with Photoshop

Caesar Cipher – C++

- Constructed a Caesar Cipher encoder and decoder using C++
- Applied bit-shift and bitwise operators to encrypt text
- Used pointers and references to efficiently allocate, manage, and store memory

Education

University of Waterloo

Bachelor of Applied Science in Computer Engineering

Sep 2019 - April 2024 (Expected)

Relevant Courses: Data Structures and Algorithms, Systems Programming and Concurrency, Digital Computers