

# Kevin Zhu

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## EXPERIENCE

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### President of The Voice Gavel Club

June 2021 – Aug 2022

*Toastmaster International of The Voice Gavel Club*

*Markham, ON*

- Led 40 members of the public speaking organization to stand out during monthly club fundraising, humanitarian events, and day-to-day operations, helping the club accomplish its humanitarian goals.
- Assisted nuclear experts to host online webinars and local seminars with over 100 participants.
- During the summer of 2021, as the President of the Voice Gavel Club, successfully led efforts to raise over \$29,000 in just two months for Markham Stouffville Hospital, supporting individuals impacted by Covid-19.

### Executive/Co-Organizer of Newcomer Peer Tutor Program

Sept. 2020 – June 2022

*Unionville High School and Pierre Elliott Trudeau High School*

*Markham, ON*

- Organized and facilitated tutoring sessions for English Language Learners (ELL) and newcomers, leveraging a team of volunteers and tutors to provide academic support.
- Established a smooth transition to a new social and learning environment for over 200 ELL students by providing adequate resources and support through the provision of comprehensive resources and support.

### ELL Teacher Assistant

Sept. 2021 – April. 2022

*Pierre Elliott Trudeau High School*

*Markham, ON*

- Partnered with the ELL department head to design and execute lectures and interactive activities aimed at improving the verbal communication proficiencies of incoming students, enhancing language acquisition.
- Offered personalized instruction to meet the unique needs of each student, resulting in improved vocabulary development, reading comprehension, and writing skills, and ultimately, facilitating academic success.

## PROJECTS

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### War-Simulation | *Java, Greenfoot, Git, MediBang Paint*

November 2021 – Jan 2022

- Created a visually stimulating and interactive computerized warfare simulation automated game in Greenfoot, combined both features from Greenfoot and object-oriented programming and data structure design principles.
- Enabled user flexibility and enhanced gaming performance by integrating automation and customizable features, resulting in increased user engagement and a streamlined development process.

### Opened-World game | *Java, Greenfoot, Git, PhotoShop*

May 2018 – May 2020

- Offered players the opportunity to explore a vast virtual environment while engaging in a variety of games
- Offered a unique and innovative approach to game design, providing a fresh and exciting experience for players.
- Featured a progression and rewards system that motivates players to continue engaging with the game
- Provided a high level of replayability, allowing players to switch between different games and challenges within the same game world

## ACHIEVEMENTS

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### First Place in UForse Datathon

April 2021

- The Datathon focused on collecting data and analyzing COVID-19 issues and presented findings to a panel of judges, passing through two rounds of presentations and surpassing 20 competing teams.
- Leveraged technical expertise and leadership skills to motivate and guide the team towards a common goal, organizing and planning activities while encouraging open communication, collaboration, and knowledge sharing.
- Utilized a data-driven approach and applying statistical techniques to analyze and interpret data, resulting in a highly effective and productive team that delivered quality work under pressure.

## EDUCATION

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### University of Waterloo

Waterloo, ON

*Bachelor of Honours Mathematics*

*September 2022 – Present*

- University of Waterloo President's Scholarship of Distinction
- Current available work terms: September 2023 December 2023, May 2024 August 2024, January 2025 April 2025

## TECHNICAL SKILLS

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**Languages:** Java, C/C++, JavaScript, HTML/CSS, Racket

**Developer Tools:** Git, Linux, Google Cloud Platform, VS Code, Visual Studio, Eclipse