

Raymond Zou

☎ (+1) 778-988-9076 | ✉ raymond.1zou@gmail.com | 🏠 www.raymondzou.xyz | 📺 raymozou | 📺 raymond-zou

Skills

Languages HTML, CSS, JavaScript/TypeScript, C/C++, Java, C#, Python, SQL

Libraries/Frameworks React, Vue.js, Express.js, Node.js, Tailwind CSS, Bootstrap, jQuery

Tools Git, Npm, Webpack, PostgreSQL, MongoDB, Linux, Unity, Godot

Projects

LinkedOut | Social Media App

REACT, MONGODB, TAILWIND CSS

- Gained a deep understanding of REST architecture through the development of an Express.js server to respond to HTTP requests
- Used JSON Web Tokens and HTTP response headers to create persistent sessions for authenticated users to improve user experience
- Secured user login credentials with the bcrypt hashing algorithm to store salted hashes in the user database

Project B | Video Game

UNITY, C#

- Created and designed player movement, level obstacles and custom game logic with the Unity Scripting API in C#
- Participated in the 6 week Buildspace 2024 program ending with a live playtest where valuable player feedback was received

Rubik's Search | Software

JAVA

- Used Thistlewaite's algorithm to solve sequential subgroups using a series of Iterative Depth First Search (IDFS)
- Designed and implemented Cube class to encapsulate and represent Rubik's Cube state as a searchable node

MaeshBot | Discord Utility Bot

NODE.JS, YOUTUBE API, SPOTIFY API, DISCORD API

- Developed a Discord bot that converts YouTube video playlists into Spotify song playlists
- Implemented asynchronous request handling to compile fetched song title data into a playlist using the Spotify API

Experience

RainCity Rents

Vancouver, Canada

IMPLEMENTATION & DATA ANALYST

Oct. 2023 - present

- Prepared instructional training documents for residential building managers to facilitate efficient onboarding of new hires
- Deployed VoIP PBX phone system to replace traditional landline systems and reduce communication expenses by up to 50%
- Deployed internal tooling app using Google AppSheet to improve the tracking and maintaining of building utility information
- Skills: Microsoft Excel, Microsoft Word, 3CX, Google AppSheet

UBC Game Development Club

Vancouver, Canada

DEVELOPER

2020 - 2022

- Participate in biweekly team meetings in an agile environment to ensure timely delivery of project milestones
- Implemented core game mechanics with Unity and Photon Unity Network (PUN) to maintain synchronization across clients
- Won UBC Game Dev's Audience Choice Award 2021
- Skills: C#, Unity Game Engine, Git CLI

Education

University of British Columbia

Vancouver, Canada

BACHELOR OF SCIENCE, COMBINED MAJOR IN SCIENCE

2019 - 2024

- Areas of study: Computer Science, Earth & Environmental Science, Life Science
- Relevant Coursework: Intro to AI, Data Structures & Algorithms, Software Construction, Internet Computing, Relational Databases