

XIAO FENG (WEIWEI) ZHONG

CONTACT

✉ xf2zhong@uwaterloo.ca
🌐 awaykened.github.io
☎ (647) 328 0851

ACHIEVEMENTS

Canadian Computing Olympiad - 2x Bronze Medallist (Top 15)

2015, 2016

- Twice invited to the national olympiad, used to choose the Canadian IOI team

ECOO Programming Competition - 3rd Place

2016

- Ontario's largest algorithmic programming competition, with over 400 teams competing

USA Computing Olympiad - Platinum Division (90th Percentile)

2015

- Achieved highest division in the American national programming competition

EXPERIENCE

Ivy Global · Software Engineering Intern

Toronto, Ontario · Feb 2016 to Sep 2016

- Developed and maintained dynamic web pages using JavaScript, HTML, CSS, VBScript, Bootstrap, SQL, and ASP for new online test-taking platform
- Designed and implemented an online whiteboard web application using Socket.io and JQuery for student/tutor collaborative use
- Assisted in designing database with SQL Server and developed front-end for LEAD, a social planning application for students

Glenforest Secondary School · CS Club Vice President

Mississauga, Ontario · Sep 2015 to Jun 2016

- Lectured on theoretical computer science material e.g. graph theory, data structures, analytical geometry, asymptotic analysis
- Authored multiple algorithmic contests to prepare students for the Canadian Computing Competition

SKILLS

- Strong problem solving skills developed through three years of experience in math and computer science contests
- Extensive knowledge and practice of data structures and algorithms
- Four years of programming experience with Python and C++

STACK

Languages: C++, Java, Python, HTML, CSS, Javascript, LaTeX, SQL, VBScript

Tools and Frameworks: ASP, Bootstrap, JQuery, SQL Server

PROJECTS

Gallop

Dec 2016 to Present

- Modularized 2D racing game built in Java
- Implemented map maker, physics libraries

Myusicality

Jun 2016

- Gesture controlled audio manipulation software which plays, edits, and visualizes music using the Myo armband
- Built in C++ and Python, using Pyo and Matplot libraries with Myo's SDK

Pong

Apr 2016

- Pong game developed in Java with powerups and computer AI
- Project was used by high school instructor to teach Java objects and graphics

EDUCATION

University Of Waterloo

Candidate for Bachelor of Computer Science

94% average; recipient of the \$8000 Faculty of Mathematics Entrance Scholarship for performance in math contests and distinguished extracurriculars.

UNIVERSITY OF WATERLOO

UNOFFICIAL GRADE REPORT

Xiao Zhong
20652102

1B Computer Science, Honours, Co-operative Program

Winter 2017

PD	1	Co-op Fundamentals
CS	146	Elem Alg Des and Data Abst Adv
MATH	148	Calculus 2 (Advanced Level)
MATH	249	Intro to Combinatorics (Adv)
PHYS	122	Waves, Electricity & Magnetism
MATH	146	Linear Algebra 1 (Adv Level)
ECON	101	Intro to Microeconomics
Term Average:	N/A	Decision:

Fall 2016

SPCOM	223	Public Speaking	81
SEQ	1	Co-op Sequence 1	
MATH	145	Algebra (Advanced Level)	96
PHYS	121	Mechanics	95
MATH	147	Calculus 1 (Advanced Level)	100
CS	145	Design Funct Programs (Adv)	96
Term Average:	93.6	Decision:	Excellent standing

University of Waterloo
Co-operative Work Terms

Xiao Zhong
20652102

1B Computer Science, Honours, Co-operative Program

No Co-op Work Term History available

Planned Future Work Term(s)

May - Aug 2017

Jan - Apr 2018

Sep - Dec 2018

May - Aug 2019

Jan - Apr 2020

Sep - Dec 2020