

Renzhi (Roger) Zhao

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Education

University of Toronto | Bachelor of Science
Computer Science Specialist Co-op, Software Engineering Stream
Minor in Linguistics

September 2021 - April 2026

Skills

- Languages: C, Java, HTML, CSS, Javascript, Python, SQL, R, Racket, Haskell, Unix/Shell Scripting
- Tools/Frameworks: Android Studio, Git, Jira, React, Node, ExpressJS, MongoDB, Docker, RESTful API
- Concepts: Design Patterns, Agile Methodology (Scrum), OOP, Data Structures, Algorithms, RDBMS

Projects

Passion Pals | 👥 6 | [GitHub](#) May 2023 - Aug 2023

- Coordinated with a team of 6 to develop a dynamic website fostering connections among users with shared interests in various local events based on their area.
- Implemented a three-tiered architecture using **HTML/CSS/Javascript, MongoDB, ExpressJS, React** and a **REST API with Node.js** for client-server communication
- Functioned as a versatile full-stack developer, seamlessly managing UI/UX design, intricate business logic, and robust backend development.
- Applied Scrum methodologies, adeptly using Git and Jira for streamlined project management.
- Maintained proactive communication within the team, cultivating a cohesive and productive development environment.

Class Scheduler | 👥 4 | [GitHub](#) Nov 2022 - Dec 2022

- Guided a team of 4 in the application of **Agile** and **Scrum** methodologies to design and implement a comprehensive Course Planner.
- Undertook the role of Scrum Master, organizing pivotal sprint planning sessions and daily standup meetings.
- Implemented advanced frontend functionality for Admin users through the application of **OOP** principles, Android Studio, and **Java**.
- Fostered clear communication channels within the team, ensuring the integration of components and successful delivery of the final product.

Act It Out | 👥 3 | [GitHub](#) Oct 2023 - Dec 2023

- Conceptualized and developed an engaging web-based charades game, facilitating remote play without requiring additional software installations.
- Designed a robust backend infrastructure using **ExpressJS** and **MongoDB** for player and room data.
- Integrated real-time communication through **Socket.io** and **PeerJS**, complemented by a **React** frontend built with **Tailwind** and **React Redux**.

Science Graph Drawer | 👥 1 | [GitHub](#) Sep 2020 - Feb 2021

- Designed and implemented a **Java** application utilizing JFrames to generate customizable graphs for physics and chemistry classes.
- Applied object-oriented programming principles, and adhering to the Software Development Life Cycle (**SDLC**) to address evolving client needs and ensure comprehensive feature completion.
- Worked closely with a client to discern feature requirements and UI layout, delivering a Graph Drawing program aligned with client specifications.

Blue Tower (Platform Game) | 👥 1 | [GitHub](#) Mar 2023 - April 2023

- Developed a platform game in **MIPS Assembly**, utilizing the main game loop to manage game state, object collision, and graphics updates.
- Implemented advanced concepts such as functions, recursion, and stack manipulation using fundamental MIPS instructions to create game mechanics and gimmicks showcasing strong independent **problem-solving** skills.