Erick Zhao

Software Engineer - erick@hotmail.ca - 514-679-1996

WORK EXPERIENCE

GitHub, San Francisco — *Software Engineering Intern (Electron Core)*

JUNE 2019 - AUGUST 2019

- As part of Electron's Releases WG, worked on implementing features and bug fixes for releases in the core Electron framework (**C++, Objective-C, JavaScript**), affecting a framework with millions of downstream users (Whatsapp, Slack, Discord, VS Code, etc.)
- Made feature and UX contributions to Electron Fiddle, a playground for Electron starter projects. Worked with **TypeScript, ReactJS, Electron, MobX, Jest.**

Shopify, Montréal — *UX Developer Intern*

MAY 2018 - AUGUST 2018

- Built first-party Shopify theme in **Liquid**, **SASS**, and **JavaScript** with focus on UX, web performance, and web a11y.
- Wrote i18n build tooling in **gulp** for all first-party Shopify themes, improving developer workflow and market reach for themes used by thousands of merchants worldwide.
- Rewrote @Shopify/themekit npm package (~3,500 downloads monthly) by modernizing API (better parameters, ESNext, Promises), modularizing code, and writing tests in **Jest**.

Ubisoft, Montréal — *Web Developer Intern*

JANUARY 2017 - AUGUST 2017

- Built app in **AngularJS** and **TypeScript** to improve admin flow for liveops on AAA games, saving 10 dev-hours/week and improving online experience for millions of daily players..
- Created new endpoints, fixed bugs, and wrote tests for backend liveops admin API in **C#** with **ASP.NET MVC**.

EXTRACURRICULARS

VP Tech Dev — *McGill Electrical, Computer, Software Engineering Student Society*

2018 - 2019

- Hackathon chair for McGill CodeJam 2018, managing 11-person committee to secure funding, maintain industry connections, handle logistics, and marketing a 250-student event.
- Organized technical events (workshops, lectures) for body of 1200 students.

Developer/Designer — *HackMcGill*

2018 - 2019

- Front-end on the McHacks 6 app, a **ReactJS** and **TypeScript** app serving 2500 applicants and dozens of staff. Focus: app architecture, design implementation, usability.
- Participated in logistics of organization for 500-person hackathon.

Director — *GameDev McGill*

2017 - 2019

- Design and logistics for game development club and annual 150-person game jam.
- Built the club's landing page and blog in **Gatsby, ReactJS, styled-components**.

EDUCATION

McGill University
Bachelor of Software Engineering

2015 - **DECEMBER 2019**

- GPA: **3.72**/4.00
- J.B. Woodyatt Scholarship 2017 (academic excellence)
- Dean's Honour List 2017 (top 10% of Engineering undergraduate students)

PROGRAMMING LANGUAGES

JavaScript/Typescript (ESNext), (S)CSS, HTML5, C++, C#, Objective-C, Java,

TOOLS

ReactJS, Node.js, Electron, Mobx, GraphQL, Gatsby, Probot, Webpack, Gulp, Jest, CI, Heroku, ASP.NET

HACKATHONS

1st place - **BDC Hackathon 2019**

https://bit.ly/35hSQhi

2nd place - **McGill CodeJam 2017**

https://bit.ly/2Itu6J9

LANGUAGES

- English
- French
- Mandarin (spoken)