Ziqi (Johnny) Zhang

Software Engineer — Full-Stack & Data Systems

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EDUCATION

B.Sc. Honors, Computing Science · University of Alberta, Edmonton, AB — Sep 2022 – Jun 2026

- GPA 3.8/4.0 (last 60 units) · First Class Standing · Dean's Honor Roll 2023, 2025, 2026

EXPERIENCE

Software Engineer Intern · So Shall We Inc., Edmonton, AB — Dec 2024 – Sep 2025

- Built and maintained an automated Python and Pandas pipeline loading TikTok, Meta and Google Ads data into GCP BigQuery, validated with SQL, to feed a dashboard for 60+ client accounts.
- Designed and built, with a 3-person team, a Plotly Dash analytics app that account managers used to track and present leads, ad spend and campaign performance to clients, replacing manual reporting.
- Planned work with the team in one- to two-week Agile cycles, acted on feedback from the product manager, and reviewed teammates' code while they reviewed mine.

Freelance Full-Stack Developer · Smilie's Restaurant, Edmonton, AB — Aug 2026 – Sep 2026

- Built and deployed the ordering site with C#, .NET (ASP.NET Core, Blazor), HTML, CSS, JavaScript and PostgreSQL, so customers could order from a 108-item menu, pay online and track orders.
- Built a staff portal with role-based login and a live order dashboard, so managers could update the menu, promotions, hours and closures themselves and track, print and refund orders.
- Tested with xUnit and Playwright; Docker images had no Critical or High vulnerability findings.

Teaching Assistant · University of Alberta, Edmonton, AB — Sep 2025 – Apr 2026

- Led seminars and graded assignments for 100+ students in CMPUT 272 (Formal Systems & Logic).

PROJECTS

Powers of Exponent 2 · Online strategy board game & AI engine — poe2bg.com

`TypeScript, C++, Python, PyTorch, PostgreSQL, Docker, WebAssembly, GitHub Actions`

- Built a real-time multiplayer web game with TypeScript, React, Node.js, WebSockets and PostgreSQL, so players could sign in, play timed, rated matches and watch replays.
- Engineered a C++ minimax engine with alpha-beta pruning, symmetry reduction and a transposition table, using evaluation functions learned from self-play with feature selection.
- Set up the game's CI/CD and DevOps: GitHub Actions lints, tests and builds every change, and the Linux VPS deploys new versions automatically with Docker.

Fogline · League of Legends analytics & win-prediction platform — Oct 2026 – Present

`Python, PyTorch, LightGBM, Claude API, DuckDB, FastAPI, React, Docker`

- Built a League of Legends stats site with Python, a FastAPI REST API, TypeScript and React, showing draft win odds, champion stats and match replays, fed by a 24/7 data pipeline.
- Built LLM search with the Claude API: it streams answers to plain-English questions using read-only SQL on match data, checks their numbers against the results, and passed all 46 test questions.
- Built a win predictor (LightGBM plus two PyTorch nets) whose odds matched real results on 9,196 unseen matches, so replays show each team's chance of winning minute by minute.

Mininav · Live navigation app for Alberta — mininav.ziqiz.app

`Python, Django, PostgreSQL, TypeScript, React, Docker, GitHub Actions`

- Built a navigation web app for Alberta with Python, Django, a REST API, TypeScript and React, so users could search for places, see routes on a map and follow live GPS directions step by step.

SKILLS

Languages	Python, TypeScript, JavaScript, C++, SQL, Java, C#, Rust, HTML, CSS
Frameworks	React, Node.js, Django, .NET, Pandas, Plotly Dash, PyTorch, Tailwind CSS
Databases	PostgreSQL, BigQuery, SQLite, MongoDB
Tools	Git, Docker, GitHub Actions, CMake, WebAssembly, Linux, AWS, Bash, PowerShell