

Han Zhang

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Technical Skills

Languages: Java, C/C++, JavaScript, Python, SQL

Web & Database: HTML5, CSS, PHP, MySQL, Microsoft SQL Server

Tools & Frameworks: JUnit, Java Swing, JavaFX, Git, GitHub, VS Code, Eclipse

Design Tools: Adobe Photoshop, Illustrator, InDesign, Figma, AutoCAD

Technical Projects

Team Workflow Scheduler (Personal) | *Java, Sockets, Multithreading, JUnit* Feb – Jun 2026

- Built a Java client-server workflow scheduler to demonstrate socket programming, concurrent client handling, worker-thread execution, and task lifecycle management.
- Created a lightweight line-based protocol for commands such as task submission and status lookup, with JUnit tests for parser behavior.
- Designed an extensible scheduling core to manage queued, running, completed, and timed-out task states while keeping the system open to priority and delayed-task support.

Car Dealership Manager (Academic) | *Java, JUnit, Java Swing, JSON* Sept – Dec 2025

- Built a modular Java desktop application simulating a car dealership workflow, separating inventory, sales, customer, and directory data into organized business logic classes.
- Designed a tab-based Java Swing interface that connected user actions to underlying system updates, allowing users to manage records through an event-driven GUI.
- Strengthened reliability by applying OOP/OOD principles, writing JUnit tests for core business logic, and using Git to manage project development.

BC Travel Guide (Academic) | *HTML5, CSS, JavaScript, PHP, MySQL* Oct 2023 – Apr 2024

- Created a multi-page interactive travel guide website using HTML, CSS and JavaScript with a responsive design using CSS Flexbox and multi-level media queries (450px, 600px, 900px) to ensure cross-device compatibility.
- Integrated a local PHP/MySQL subscription system and an admin-style subscriber list page using XAMPP.

Grid Pursuit: Cheese (Academic) | *JavaScript, HTML5, CSS* Oct – Dec 2023

- Developed a grid-based browser game using JavaScript and HTML5 Canvas with real-time rendering of a 10×10 coordinate system using 2D arrays to manage walls, enemies, and collision detection.
- Implemented randomized enemy movement with boundary checking and overlap prevention to maintain a valid game state; designed scoring, trap logic, and Game Over state handling using event-driven architecture.

Work Experience

Architect Assistant, Hong Kong Huayi Design Consultants (S.Z.) LTD, *Shenzhen, China* July 2018 – Apr 2020

- Gathered and analyzed data to visualize, present, and communicate architectural designs and to improve processes involved in the development and execution of designs.
- Coordinated with consultants to resolve design conflicts, and align drawings with construction requirements, and delivered document packages on time while meeting key project milestones under tight deadlines.
- Optimized rendering workflow using Lumion and Photoshop, reducing visualization production time by 30% while managing multiple projects simultaneously.

Architect Assistant Intern, Hong Kong Huayi Design Consultants (S.Z.) LTD, *Shenzhen, China* July – Oct 2017

- Produced blueprints and project diagrams using AutoCAD and Adobe Creative Suite under the supervision of 4 project architects; inspected sites, collected feasibility information, and assisted with design revisions during project development.

Education

Bachelor of Computer Science (Avg. 81%), University of British Columbia, *Vancouver* Sept 2025 – Exp. Nov 2028

Computer Studies (Avg. 84%), Langara College, *Vancouver* Sept 2023 – Apr 2025

Bachelor of Engineering, Architecture (Avg. 85%), Xi'an University of Technology, *Xi'an, China* July 2018