

ZHERUI ZHANG (JERRY)

COMPUTER SCIENCE STUDENT

CONTACT

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📍 London, ON

SKILLS

Java (Primary)
Python (Basic)
C (Learning)
Linux / Unix (Learning)
ARM Assembly (Coursework)
HTML / CSS (Coursework)
Codex / Claude

EDUCATION

2025-Present

Western university
BACHELOR OF SCIENCE
COMPUTER SCIENCE
EXPECTED GRADUATION:
APRIL 2029

INTERESTS

SOFTWARE & HARDWARE
EMBEDDED SYSTEMS
AI-ASSISTED DEVELOPMENT
PRACTICAL ENGINEERING



PROFILE

Computer Science student at Western University seeking my first professional software development experience. I have foundational experience with Java and Python and am currently learning C and Unix/Linux. My interests focus on practical, engineering-oriented computing and hands-on problem solving, particularly where software interacts with hardware and physical systems. I practice through coursework and LeetCode and use Codex and Claude to support learning, debugging, and development efficiency. I am eager to continuously improve my programming and AI-assisted development skills through real-world experience.



RELEVANT COURSEWORK

CS 2214 – Discrete Structures for Computing (In Progress)

Logic, proofs, sets, relations, and discrete mathematics.

CS 2211 – Software Tools & Systems Programming (In Progress)

C programming in Unix/Linux; currently a major focus of my studies.

CS 2210 – Data Structures & Algorithms

Data structures, algorithms, and pseudocode; strong foundation in core concepts.

CS 2208 – Computer Organization

Computer architecture and ARM Assembly; hands-on coursework experience.

CS 1033 – Multimedia & Communication

HTML/CSS, web development, multimedia design, and digital communication.

CS 1032 – Information Systems & Design

Information systems, databases, and organizational technology.

CS 1027 – Computer Science Fundamentals II

Java and object-oriented programming; Java remains my primary language.

CS 1026 – Computer Science Fundamentals I

Python programming fundamentals; developed a solid foundation through coursework.

CS 1020 – Introduction to Computer Science

Logic, mathematical foundations, and introductory computational reasoning.

AP Computer Science – Grade 11

My first programming course and an early motivation for studying Computer Science.

CS 2212 – Software Engineering (Planned – Winter 2027)

Software engineering, teamwork, and collaborative development.

CS 2209 – Applied Logic for Computer Science (Planned – Winter 2027)

Applied logic and reasoning for computer science.



RELEVANT COURSEWORK

LeetCode – Ongoing

Currently practicing Easy and Medium problems, primarily in Java, while strengthening data structures, algorithms, and problem-solving skills.

GitHub & Collaborative Project – Planned October 2026

Planning to begin using GitHub and work with friends on a collaborative software project to gain practical development experience.