

# George Zhu

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## EDUCATION

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### University of New South Wales

*Bachelor of Advanced Computer Science (Honours), Minor in Mathematics*

*Graduated Dec. 2024*

*WAM: 86.6*

## WORK EXPERIENCE

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### The Producer's Toolbox | *Software Developer (Contract)*

2025

- Worked in a small team to design web apps for budgeting and AI tools for the film industry, including requirements, implementation steps, workflow, etc.
- Developed a full-stack MVP user portal with features such as AI film script report generation and financial management tools for films, including budgeting and tax recoupment apps using Next.js, TRPC and Prisma.

### Wentworth Institute | *Computer Science Tutor*

2023

- Tutored students in courses for Database Design (using SQL) and Programming Fundamentals (using Python).

## PROJECTS

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### Voidtable | *Spreadsheet Web App*

2025

- Built an Airtable-inspired full-stack table management web app using Next.js, TRPC and Prisma, allowing users to manage data efficiently.
- Optimised table rendering using TanStack Virtualizer, allowing handling of over 100k rows smoothly.
- Implemented complex server-side operations such as multi-level sorting, filtering, and cell searching.

### WebCMS3 Gradebook | *Thesis Project*

2024

- Built a new gradebook for WebCMS3, an LMS used by Computer Science & Engineering courses at UNSW, to improve and modernise grading workflows.
- Implemented features such as grade scaling and comparisons with a colour-themed UI using tools like React and Material-UI, improving the student grade management experience for staff.
- Optimised existing backend routes and database queries in Python with Flask and SQLAlchemy, decreasing loading times by 90% compared to the old gradebook.
- Tested gradebook with a single course to find and address user issues and feedback, before deploying to be used site-wide.

### Joe's Bizarre Dream | *Unreal Engine*

2022

- Worked in a group of two to develop a rogue-like action horror game with an open-world and randomly generated maze levels.
- Implemented melee and ranged enemy AI using Behaviour Trees to improve the gameplay experience.
- Implemented various interactables such as challenges and power-ups to incentivise map exploration.

## SKILLS

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**Languages:** TypeScript, C#, C++, Rust, SQL, Haskell, Java, Python, C

**Technologies:** Next.js, React, Bootstrap, Material-UI, TailwindCSS, Node.js, PostgreSQL, SQLite, Linux, Unity, Unreal Engine

**Developer Tools:** Version Control (Git), VS Code, Figma, Jira

## AWARDS

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**University Medal:** For achieving highest marks in honours cohort.

**First Class Honours:** For achieving a high distinction average mark.