Hanzhi Wang

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ABOUT ME

I am currently a Software Engineer working on the OneDrive Sync team, helping to build a product used by hundreds of millions of people across the world. I have a passion for making things, especially when those things are useful to me or those around me.

SKILLS

C++ • C# • React

Ability to concisely communicate complex technical problems and solutions.

Capability to quickly comprehend new information.

Flexibility to jump into different areas where needed.

EDUCATION

UNIVERSITY OF AUCKLAND
BE(Hons) in Software Engineering
Completed Nov 2017
GPA: 8.8/9.0

Key papers:
Computer Networks
Data Structures & Algorithms
Human-Computer Interaction
Software Architecture

Databases
Formal Specification and Design
Network Defence and Countermeasures
Object Oriented Software Construction
Operating Systems
Quality Assurance
Software Development Methodologies

REFERENCES

Available on request

EXPERIENCE

MICROSOFT CORPORATION | Software Engineer II (L62)
OneDrive Desktop Sync Client
Intern Nov 2016 - Feb 2017 | Full Time Oct 2018 –

- Focusing on core sync logic and data model required to keep files in sync between the cloud and users' devices.
- Detailed consideration of all possible user scenarios due to large user base necessitating handling for edge cases.
- Independent end-to-end development of new features including: design, planning, formal specification, implementation, testing, instrumentation, and deployment monitoring.
- Investigations into user reports of product defects using logs and working with customers to drive tickets to resolution.
- Worked on shipping Desktop Sync support for "Add Shortcut to OneDrive" feature to help users more easily locate content shared with them.

UNIVERSITY OF AUCKLAND | Summer Research Student
Nov 2015 – Feb 2016

- Worked independently on design and implementation to create a Google Chrome extension to track and give feedback to participants based on food ads they saw on Facebook.
- Product was used as part of research by the School of Population Health.

PROJECTS

Twitch Plays Houseplant React | Node.js | Arduino | OBS	Live streamed houseplant with light and water pump controlled by Twitch chat.
TutorMate React | Node.js | PostgreSQL	Airbnb-style P2P tutoring services marketplace created as part of final year engineering project.
Canvas Video Enhancer HTML | CSS | JS	Google Chrome extension for improving lecture recordings' playback interface. Published in webstore with over 3500 users.
VIDIVOX Java | Bash	An audio/video editor and mixer for Linux with VLC backend integration.
XKCD Viewer C# | Xamarin	A Windows Phone app for viewing the popular web comic XKCD.

ACHIEVEMENTS

2015-7	University of Auckland Deans honours list for top 5% GPA in year.
2015-7	5 top in course awards at the University of Auckland.
2015	3rd place in Microsoft College Coding Competition.
2015	Edward Connely Scholarship for outstanding academic performance.

INTERESTS

In my spare time I like to work on electronics and CAD design, combining my experience in software, electronic, and mechanical engineering disciplines to make things using 3D printing to help my day to day life, with a focus on IoT.

I also enjoy being outdoors skiing and hiking, as well as video games and board games indoors when the weather is less ideal.