

Conan Tzou

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PROJECTS

Cute or Boot (*Rails, Backbone, jQuery*) | [live](#) | [github](#)

Social media and rating app for pets, inspired by Hot or Not

- Uses its users' votes and custom SQL queries to generate a feed of pets, ratings, dynamic lists of cutest pets, and a fanbase per user.
- Uses Redis for caching.
- Makes custom AJAX requests to fetch the different sets of users.
- Utilizes a rewritten view class that houses other views to deliver a single-page UX.
- File upload (Cloudinary), carousels (slick), self-implemented real-time search plugin.

ZombieSlayer (*JavaScript, HTML5 Canvas*) | [live](#) | [github](#)

A top-down shooter game for the browser where players try to stave off a zombie horde

- Draws and animates sprite-based visuals with HTML5 Canvas.
- Comes complete with basic game mechanics: collision detection, scoring, powerups, vitality - built from the ground up.
- Utilizes my own custom algorithm for player respawn.
- Utilizes local storage to store scores on the client's browser.

ARLite (*Ruby*) | [github](#)

Self-implementation of Rails' Active Record ORM methods and classes

- Test-driven project to understand how Active Record works and translates to SQL.
- Provides the interface to easily store and retrieve properties and relationships of objects from a database without writing SQL statements directly.

SKILLS

Ruby, Rails, Backbone, JavaScript, jQuery, SQL, HTML, CSS, Git, TDD, Pair Programming, R

EXPERIENCE

WCIRB, San Francisco, CA

Policy Examination Analyst (Oct 2011 - Nov 2013)

- Oversaw new workflow in WCIRB's new electronic data system in order to audit an average of 200 policy errors per day, all while ensuring data quality and accuracy.
- Managed up to 10 projects at a time: extracted and evaluated financial data supplied by customers and system database; reported findings to substantiate business decisions that ultimately affected customers' insurance premiums.

Pole To Win America, Santa Clara, CA

QA Game Tester (Jun 2011 - Oct 2011)

- Tested and debugged pre-released game software for mobile platforms and game consoles by performing regression testing, verifying claimed bug fixes, and reporting program defects in a bug tracking database.

EDUCATION

Full Stack Web Development - App Academy (*Summer 2015*)

Immersive software development program focusing on full-stack and agile web development. Emphasis on code quality and best practices. Acceptance rate <5%

B.S. in Statistics - University of California, Berkeley, 2011

Relevant Courses: Computing Data with R, Game Theory

Major GPA 3.0