







Andrew Zhou

Web, Software, and Game Development

 kiptoke.com
 Cambridge, MA
 484-772-6028

 kiptoke@gmail.com
 [kiptoke](#)
 [Kiptoke](#)

Education

Bachelor of Science in Engineering

University of Michigan

Major: Computer Science

GPA: 3.3 / 4.0

August 2018 – December 2021

Ann Arbor, MI

Work Experience

Capital One

Software Developer

August 2022 – Present

Cambridge, MA

- Spearheaded efforts to automate end-to-end testing to ensure more stable and higher-quality releases
- Rebuilt enterprise data sharing approvals web application, allowing for easier user editing experience
- Streamlined user provisioning and usage metric access for 100+ internal enterprise Databricks users
- Automated process for users to self-service access usage data, greatly reducing manual work

Univeristy of Michigan - College of Engineering

Instructional Aide

August 2021 – December 2021

Ann Arbor, MI

- Guided and provided feedback for 70 students developing independent video games over 3 months

OneTrust

Front End Developer Intern

May 2021 – July 2021

Atlanta, GA

- Created cookie consent interfaces used in over 750,000 websites, such as Stack Overflow, Samsung, and Disney
- Deployed quality-of-life features to improve visibility on web cookie compliance administrative portal

Nochi Studios

Programming Intern

February 2021 – May 2021

Ann Arbor, MI

- Enabled automated creation of social media posts on in-game social media interface using JSON input
- Completed in-game systems critical for release of *Somnium Eleven*, a mobile game with 5000+ users

Projects

Open Source Game Development Collection

<https://opensourcegamedev.com>

February 2022

A web-based catalog of various open-source game development resources, engines, and video games. Automatically updates using the GitHub REST API. Made independently using Nuxt 3, Inkline, and Supabase.

Ragnarök TD

<https://wolverinesoft-studio.itch.io/ragnarok-td>

December 2021

A student-team study of Bloons TD6, set in the Viking age. I was a programmer and sole designer in this 13 person team, and was responsible for the design and implementation of the entire user interface.

Technical Skills

Programming Languages Software and Programs

Python, HTML/CSS, JavaScript, TypeScript, Terraform, C, C++, C#
Git, AWS, Visual Studio, Atlassian Suite, Databricks, Unity, Godot, Figma

Soft Skills

Public Speaking Music and Audio Event Management

Multi-year experience giving talks, lessons, and lectures to large audiences
15+ yrs of violin performance, prior work in composition and audio engineering
Managed 14 virtual and in-person hackathons with an average 50+ participants

Certifications

Certified Solutions Architect – Associate

Amazon Web Services

2023