

Ruiqi(Rachel) Zhang

Senior Software Engineer - Plato Team, Inc

Los Gatos, CA

zrq77560371@gmail.com

(669)-258-6927

Work Experience

Full-Time Senior Software Engineer - Plato Team, Inc - Santa Clara, CA 01/2018 - Present

Plato (Games&Group Chats) (Social App on both iOS and Android)

(Now it has 50k concurrent online users for the most time, DAU around 1.5 million)

- App iOS client (Swift)

- Implemented in-app purchase features like Plato Shop, VIP, IAP items, game items, and hats & frames, banners, badges
- Built systems for chatting & upgrades items: chatting bubbles, badge stickers, mentions, quotes & replies
- Applied users' profile page: bio, friends, Plato age
- Built gifting, friends online status feature, daily quests, quick play
- Developing app UI, fixing bugs, and working on the integration of games on the app
- Building/Distributing/Submitting the app to the Apple Store

- Multi-players online games (Javascript & Typescript & WebGL)

- Developed games: Basketball(Physics/ Almost Real-time), Minesweeper, Big Two, Smuggler Den, Bulls!t, GoFish, Zombie, Bankroll and Go

Mobile Games/ Software Engineer - Perfect World, Inc - Beijing, CN 09/2014 - 03/2016

Final Fantasy The Awakening(MMO Game, developed in Java for backend) - Developed backend server in a distributed system by using JAVA, HIBERNATE, SPRING, APACHE MINA, and MYSQL. Implemented lottery for getting heroes, hero's growth, equipment strengthen system. Built players' logging system and managing system

Mobile Games/ Software Programmer - Gameloft, Inc - Beijing, CN 03/2012 - 09/2014

Real Football 2015(Android mobile game, developed with Java) - Developed frontend UI using Java, Aurora(home-built system) and OpenGL. Implemented Arabic Localization

Skills

iOS Swift, Java, GitHub, MySQL

Education

Master of Computer Science in Computer Science - Sofia University 01/2017 - 03/2018

Bachelor of Computer Science in Computer Science - Zhengzhou University 09/2009 - 07/2013