AndrewZhou

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UCLA B.S. Computer Science, University of California Los Angeles *Class of 2022*

Work Experience

APPLE, INC. *June 2019 - September 2019*

Software Engineering Intern working on Final Cut Pro X.

SIKE INSIGHTS *March 2019 - Present*

Lead front-end developer for Sike Insights, an enterprise software company combining machine learning and psychology to help businesses understand human behavior.

Utilized design and business thinking to design branding guidelines and led efforts to build out front-end for the enterprise onboarding software for clients.

MINDSPARK SUMMER *December 2016 - October 2018*

Founder & Chief Executive of Mindspark Summer, a two-week summer camp for kids with courses in web development, Java, and business/data analytics, singlehandedly generating $50,000+ in revenue in 2 years.

Handled marketing, hiring/training for staff, designing 300+ page curriculum, teaching classes, forming strategic partnerships, building platform from scratch, and managing general business operations.

TUTORFLY *August 2017 - September 2018*

Software Engineering & Business Development Intern at Tutorfly, a peer-to-peer tutoring startup.

Developed and contributed to platform and landing page with React and Meteor; led initiatives in the Bay Area and Los Angeles, forming partnerships with schools in each area, to provide courses attracting 50+ students.

Projects & Extracurriculars

LA HACKS ORGANIZING TEAM *October 2018 - Present*

Design team member contributing to defining LA Hacks brand, vision, and visuals for the hackathon housing 1,000+ attendees and 3,500+ applicants annually.

Previously marketing team; grew social media precense, created marketing plan, and analyzed data from previous years.

QUICKEY *September 2018 - March 2019*

Front-end developer for productivity app boasting over 500,000+ shortcuts launched and 2,100+ weekly active users.

Collaborated with design, back-end, and marketing to add highly requested premium features including new tab workspaces, better backgrounds, etc. using React and Redux.

SURREALITY IOS *June 2016 - August 2016*

Built iOS puzzle game in Swift and SpriteKit featuring 200 levels, gorgeous custom graphics, and smooth gameplay. Boasts 250+ downloads on the app store.

Awards

UCLA ALUMNI SCHOLARSHIP

$6,000 awarded for academic and extracurricular excellence, funded by the Roz Scherer Memorial Fund.

MAKE SCHOOL AUDIENCE CHOICE

Audience choice award out of 100+ iOS apps presented.

GOLD PRESIDENTIAL SERVICE AWARD

For 250+ hours of community service in one year.

FBLA STATES

1st place for membership application in Java and judged presentation.

Skills

PROGRAMMING

Web Development React/Redux, Javascript, Meteor, HTML, CSS
Mac/iOS Applications Objective-C, Swift, AppKit, UIKit, SpriteKit
Programming Languages C++, C, Java

DESIGN

UI/UX Design Framer X, Adobe Illustrator, Figma, Sketch
Graphic Design Adobe Illustrator, Photoshop, InDesign
Photography Adobe Lightroom, Photoshop
Fine Arts Charcoal, Oil Painting, Digital, Sketching

ENTREPRENEURSHIP

Leadership Business/Design Thinking, Microsoft Suite