

Andrew Zhou

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UCLA B.S. Computer Science 3.54 Major GPA

Experience

APPLE, INC. *Software Engineering Intern*

June 2019 - Present

- Collaborated and iterated with design to develop big features for Final Cut Pro X, impacting 2.5+ million users
- Contributed thousands of lines of Objective-C code to add highly requested features into production codebase
- Took initiative to push for feature, presenting to managers and designers, potentially saving customers hours
- Refactored old code to create dynamic features, resulting in workflow improvements in the events panel

SIKE INSIGHTS *Head of Front-End & Design*

March 2019 - Present

- Led front-end and design efforts for psychology-based enterprise software startup
- Developed elaborate brand guidelines and software wireframes with Adobe Illustrator and Framer X
- Singlehandedly developed onboarding landing page, user acquisition process, and product in React/Flask
- Helped lead building and executing roadmap on tight deadlines for pilot clients

MINDSPARK SUMMER *Founder & Chief Executive*

December 2016 - October 2018

- Singlehandedly generated \$50,000+ in revenue over two summers with highly rated summer program
- Ran all business operations and executed marketing plan with deep understanding of target market
- Hired and trained high-quality staff and ran day-to-day camp operations, earning an average 9/10 rating
- Heavily negotiated building prices, wrote 300+ pages of curriculum, and built online PHP platform from scratch

Projects & Extracurriculars

LA HACKS ORGANIZING TEAM *Design & Marketing Team*

October 2018 - Present

- Defined LA Hacks brand using Illustrator for UCLA Centennial-sponsored event drawing 3,500+ applications
- Grew social media presence, creating a marketing plan based on previous years' data

QUICKEY *Front-End Developer*

September 2018 - March 2019

- Implemented highly requested premium features to app boasting 500,000+ launches and 2,100+ active users
- Collaborated with design, back-end, and marketing to add complex workspaces feature with React/Redux

SURREALITY IOS *Developer*

June 2016 - August 2016

- Built iOS physics-based puzzle game in Swift and SpriteKit
- Implemented gorgeous graphics, smooth level curve, and seamless gameplay, gathering 250+ downloads

Awards

UCLA ALUMNI SCHOLARSHIP \$6,000 awarded by the Roz Scherer Memorial Fund

MAKE SCHOOL AUDIENCE CHOICE Awarded to Surreality iOS out of 100+ iOS applications

Skills

PROGRAMMING React/Redux, Objective-C, C++, Javascript, HTML/CSS, Swift, HTML/CSS, Java, C

DESIGN Framer X, Adobe Illustrator/Photoshop/Lightroom, Figma, Sketch, Photography, Fine Arts

PRODUCT Leadership, Entrepreneurship, Product Management, Business Strategy