AndrewZhou

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

Work Experience

APPLE, INC.   *Software Engineering Intern*   *June 2019 - Present*

Worked on Final Cut Pro X, developing new important features for future updates.

Worked with widely used Filter HUD and List View in Events panel using Objective-C and AppKit. Learned to contribute to and navigate through massive codebase while collaborating with 30+ other engineers.

SIKE INSIGHTS   *Head of Front-End & Design*   *March 2019 - Present*

Led front-end development and design efforts for Sike Insights, an enterprise software company combining machine learning and psychology to help businesses understand human behavior.

Utilized design and business thinking to define the brand, to create and execute a roadmap, and to build out the entire front end of the onboarding implementation of our technology on tight deadlines to move forward with pilot companies.

MINDSPARK SUMMER   *Founder & Chief Executive*   *December 2016 - October 2018*

Founded & singlehandedly ran Mindspark Summer, a two-week summer camp for kids with courses in web development, Java, and business/data analytics, generating $50,000+ in revenue in two summers.

Responsibilities included defining vision and business plan, hiring/training staff, forming strategic partnerships, growing brand among target markets, running camp operations, designing 300+ page curriculum, and building online platform from scratch.

TUTORFLY   *Software & Business Development Intern*   *August 2017 - September 2018*

Worked on software & business development at Tutorfly, a San Diego-based 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 local schools, to provide courses attracting 50+ students; designed marketing materials.

Projects & Extracurriculars

LA HACKS ORGANIZING TEAM   *Design, Marketing Team*   *October 2018 - Present*

Worked on designs contributing to defining LA Hacks brand, vision, and visuals for the hackathon housing 1,000+ attendees and 3,500+ applicants annually.

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

QUICKEY   *Front-End Developer*   *September 2018 - March 2019*

Developed 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   *Developer*   *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 for Surreality iOS out of 100+ iOS applications presented.

Skills

PROGRAMMING

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

ENTREPRENEURSHIP

Business Leadership, Microsoft Suite, Trello

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