

# David Zhang

3B Software Engineering



davidozhang.com



davidozhang@gmail.com



github.com/davidozhang



linkedin.com/in/davidozhang

## Languages

**Python, Swift, Java, C++**,  
Objective-C, JavaScript,  
HTML/CSS, SQL, PHP

## Frameworks

Flask, Pyramid, Django,  
AngularJS, Node JS,  
Cocoa, Android SDK,  
Pebble SDK, Swing

## Databases

MySQL, PostgreSQL,  
MariaDB, Cassandra

## Tools & Libraries

Git, XCode, Docker, AWS,  
Vagrant, Eclipse,  
Android Studio

## Interests

Rockclimbing, Aviation,  
Hackathons, Swimming

## Work Experience

### iOS Engineer FiveStars Loyalty San Francisco, California

May - Aug '16

- Delivered revamped Explore View using Auto-Layout and RestKit
- Increased active users by 15% through deep linking with Branch
- Integrated Twilio to support merchant-consumer conversations
- Designed caching manager to reduce network overhead by 50%
- Identified hotspots and improved launch performance by 40%
- Organized company hackathon and won 2<sup>nd</sup> place through implementation of Universal Promotions in consumer app

### Fullstack Engineer OANDA Toronto, Ontario

Sep - Dec '15

- Developed asynchronous forms to cut registration time by 20%
- Reduced onboarding time by 80% with Vagrant setup
- Designed new mobile registration flow prototype, won Most Productizable Hack at OANDA Hackathon

### Python Engineer EventMobi Toronto, Ontario

Jan - Apr '15

- Implemented asynchronous web API with highly performant RabbitMQ-based concurrent worker system
- Developed Flask micro-service endpoints to replace legacy API

### SIEM Engineer Trustwave Cambridge, Ontario

May - Aug '14

- Developed Kafka distributed messaging tool for SIEM NG
- Performed research for migration from MySQL to MariaDB and Cassandra, presented recommendations to company

## Projects

### Spycodes

Aug '16

**itunes.apple.com/us/app/spycodes/id1141711201**

- Local multiplayer word association game built with Apple's Multi-Peer Connectivity and GameKit frameworks

### Off The Grid

Nov '15

**devpost.com/software/off-the-grid-lhgj8q**

**Finalist**

- Built offline, real-time canvas collaboration iOS app using Apple's Multi-Peer Connectivity Framework at Hack Western 2

### Scarecrow

Nov '15

**instructables.com/id/Scarecrow-Intel-IOT/**

**2<sup>nd</sup> Place**

- Built iOS Touch-ID home security app at Intel IOT Roadshow
- Developed Python and Node JS backend on Intel Edison board