

# David Zhang

4A Software Engineering



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## Languages

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

## Frameworks

Google AppEngine, Flask,  
Pyramid, Django, React Native,  
AngularJS, Node JS, 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

### Fullstack Mobile Engineer Snapchat Venice, California

Jan - Apr '17

- Implemented end-to-end notification settings for iOS and Android clients of Snap Ads Portal
- Built client-side ad search, applied extensive caching on intermediate and final results to improve search performance
- Added instrumentation to track network latency and daily active users
- Migrated UI in Snap Ads Portal to the latest look and feel
- Discovered and resolved memory leaks, reduced CPU usage for both mobile clients

### 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

### Python Engineer EventMobi Toronto, Ontario

Jan - Apr '15

- Implemented asynchronous web API with highly performant RabbitMQ-based concurrent worker system

## Projects

### Spycodes [itunes.apple.com/us/app/spycodes/id1141711201](https://itunes.apple.com/us/app/spycodes/id1141711201)

Mar '17

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

### Off The Grid [devpost.com/software/off-the-grid-lhgj8q](https://devpost.com/software/off-the-grid-lhgj8q)

Nov '15

**Finalist**

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

### Scarecrow [instructables.com/id/Scarecrow-Intel-IOT/](https://instructables.com/id/Scarecrow-Intel-IOT/)

Nov '15  
**2<sup>nd</sup> Place**

- Built iOS Touch-ID home security app at Intel IOT Roadshow