Joseph Zhou

jzhou1235@gmail.com | Los Angeles, CA | linkedin.com/in/jz135/

Technical Experience

App development
Android SDK, RESTful API, agile methodologies, mobile development lifecycle, mobile game development, CI/CD

Android libraries
Retrofit, Moshi, Volley, ApolloClient, Picasso, Glide, RxJava, Kotlin Coroutines, Dagger, Leanback, Exoplayer, Jetpack (lifecycle, livedata, viewmodel, navigation, room)

Languages
Java, Kotlin, Javascript, C++, AS3, PHP

Misc.
Node.js, MongoDB, SQLite, GraphQL, git, SVN

Education

B.S. Computer Science (Games)   📅 2006 - 2010
University of Southern California

Work Experience

HappyFunCorp 📍 Brooklyn, NY (remote)   📅 11/2018 - Present
Android developer (contract)
Project based Android development on both existing and new apps for various clients.
Android SDK, Java/Kotlin, RESTful API, GraphQL, Jetpack/MAD

Red Interactive Agency 📍 Santa Monica, CA (partial remote)   📅 06/2017 - 05/2018
Android consultant (contract)
Worked with Red Interactive to prototype, create and maintain a companion app specific for the Samsung 837 installation.
Android SDK, Java, RESTful API, Bluetooth beacons/NFC, Unity/AR integration

MyLingo 📍 Santa Monica, CA (remote)   📅 04/2016 - 02/2017
Chief Android developer
Rewrote app to native Java Android app from legacy cross-platform codebase.
Android SDK, Java, C++, Android NDK, RESTful API

Victorious Inc. 📍 Santa Monica, CA   📅 12/2014 - 03/2016
Senior Android developer
Android app development, feature implementations and codebase refactors.
Android SDK, Java, RESTful API, CI/CD

Freelance Android Developer 📍 Los Angeles, CA   📅 03/2014 - 12/2014
Work with various clients on Android app projects. Project planning, design and implementation (both solo and in teams), testing and maintenance.
Android SDK, Java, RESTful API

Grab Games LLC 📍 Los Angeles, CA   📅 10/2010 - 03/2014
Software Developer

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Software development and maintenance for Facebook and mobile games/applications. "Full stack" engineer working on both front-end and back-end.
AS3/PHP/Javascript/C++/Objective C, MongoDB, cocos2d-x, Android SDK, Node.js, CI/CD

Professional Android Projects

Openfit   📅 2022
Kotlin, RESTful API, Leanback, Exoplayer
Workout video subscription Android TV app for GoogleTV and FireTV. Various feature implementation and UI updates.

Nike Snkrs   📅 2021
Kotlin, RESTful API, GraphQL
E-commerce app for Nike Sneakers. Staff augmentation contract working on feature implementation.

Dwellify   📅 2021
Kotlin, RESTful API, GraphQL, Jetpack/MAD
Construction/home remodeling estimates app. App prototyping and development using the modern Android development architecture and techniques.

AT&T Thanks   📅 2019 - 2020
Java/Kotlin, RESTful API
Legacy rewards app for AT&T. Various maintenance tasks including proprietary sdk upgrades, feature compatibility rework, bug fixes and app sunsetting work.

Liquid Quoine   📅 2018
Java/Kotlin, RESTful API
Cryptocurrency trading app. Staff augmentation contract working on feature implementation.

Explore 837   📅 2017 - 2018
Java, Bluetooth beacons/NFC, AR/Unity integration, RESTful API
Internal guide app used to showcase Samsung devices and the 837 space in NYC. Rapid prototyping, app development with emphasis on UI/animations, various third-party integrations and on-site testing.

MyLingo   📅 2016 - 2017
Java/C++, Android NDK, RESTful API
Movie companion app, in theater sync-ed audio playback in multiple languages. Solo greenfield app development.

Victorious Apps Platform   📅 2014 - 2016
Java, Exoplayer, Camera2, RESTful API, CI/CD
Community apps platform for online influencers, multiple Android apps built with shared codebase. Worked with dev team on new feature development, updating existing features and codebase refactors.

Feeln   📅 2014
Java, Exoplayer, RESTful API
Movie streaming app. Staff augmentation contract to speed up app release, work include bug fixes and performance optimizations.

Nyko Playground/Nyko Updater   📅 2014

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Java/C++, proprietary Nyko SDK
Companion app for Nyko Playpad controller. Coordinated with Nyko and overseas hardware team to improve UI and functionality, development of separate utility updater app for backwards compatibility.

Chromaverse   📅 2013
C++, cocos2d-x, RESTful API
cross-platform iOS and Android game. Responsible for game-play development, backend development for update server, and porting to Android.

Personal Projects

Map Magnifier   📅 2023 - current
Android SDK, Maps API, Compose/Jetpack/MAD
Small utility app for magnifying addresses to show Taxi drivers. Project to get more experience with compose and latest Android architecture and coding practices.

Discord Bot   📅 2021
Node.js, discord.js, GCP
Custom Discord bot for friend group's Discord server, Node.js server running on Google Cloud.

[Dota 2 Statistics](#)   📅 2013 - 2015
Android SDK, Valve web API
Stat tracking Android app for the game Dota 2. 100,000+ downloads, reviews rated over 4 stars, unlisted due to Valve API changes and lack of updates/maintenance.