David Zhang

Contact

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LinkedIn

https://linkedin.com/in/dzhan

GitHub

https://github.com/dzhan008

Portfolio

https://davidzhang.dev

Education

B.S. Computer Science

University of California, Riverside

Graduation: Spring 2018

GPA: 3.5 – Cum Laude

Technical Skills

Languages

C# | C++ | C | Java | Python | Ruby | HTML | CSS | Javascript

Tools

Flask | Socket IO | Android Studio | Visual Studio | Vim | Unity | Unreal Engine | Firebase | Shell | AWS Lambda | DynamoDB | API Gateway | Git

OS

Windows | Mac | Linux

Leadership

Vice President, Gamespawn

Workshop Coordinator, Gamespawn

Work Experience

Amazon.com Inc., Seattle WA (Sept. 2018 – Present)

Software Engineer

- Backend developer for the engine that supports Amazon's logistics lifecycle from end-user purchase to delivery
- Using Java to modify core systems, Ruby to improve automated scripts, and Perl to create alarms to alert service of software issues
- Work closely with program managers to execute initiatives to expand Amazon logistics network in new regions worldwide
- Ensuring the resilience of our services to prepare for peak traffic by running performance tests and proactively scaling and descaling hardware

Amazon.com Inc., Seattle WA (Jun. 2017 – Sept. 2017)

Software Engineer Intern

- Developed a service in Java that transforms product inventory plans from one format to another format to reduce time for internal teams to create new plans
- Utilized multiple services to store business rules needed for plan conversion and perform the transformation asynchronously
- Wrote comprehensive implementation, documentation and designs for team members to build upon the service

UCR Brain Game Center, Riverside CA (Apr. 2016 – Apr. 2017)

Software Engineer

- Programmed a 3D simulation catered towards people with audio deficiencies in C# released on the iOS platform called "Listen"
- Restructured application for manageability in terms on how to generate the simulation's map, obstacles, and sounds
- Added new features such as random item generation, achievements, and modified existing features to improve the simulation's functionality

Projects

Firefighter VR Simulation, UCR (Apr 2018 – Jun 2018)

Programmer

- Worked on a research project that simulated a virtual reality firefighting scenario using Unity and Oculus Rift
- Handled fire propagation logic, implemented virtual infrared camera, and simulated smoke in fires in C#
- Communicated with professors for project design and feedback
- Documented implementation and findings on a research paper

Quick Draw (Jan. 2018 – Apr. 2018)

Programmer

- Created an online web-based application where up to 8 players compete in a real-time drawing contest using Python and Javascript
- Designed and programmed the architecture for the game
- Utilized Flask to create web application and handle game transitions and Socket IO to handle player events online

Creation and Conquest, Gamespawn (June 2016 – May 2017)

Project Leader and Lead Programmer

- Led a team of 14 people consisting of programmers, designers, and artists in a 2D game project
- Coded the base structure of the game in C#, created templates for programmers to make their mini games, and facilitated all members through mentorship and meetings