

David Zhang

Contact

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Education

B.S. Computer Science

University of California, Riverside

Graduation: Spring 2018

GPA: 3.5 – Cum Laude

Technical Skills

Proficient Languages

C# | Java

Familiar Languages

C++ | C | 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

Coursework

Software Construction

Data Structures and Algorithms

Discrete Structures

Automata and Finite Languages

Machine Learning

Leadership

Vice President, Gamespaw

Workshop Coordinator, Gamespaw

Work Experience

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

Software Developer Engineer

- Working on a service that provides expected delivery dates to customers along with tools to create a scalable logistics network worldwide
- Communicating with upstream services and stakeholders to make network configurations and enhance systems
- Using Java to modify core systems, Ruby to improve automated scripts, and Perl to create alarms to alert service of software issues
- Ensuring the resilience of our services to prepare for peak events by running performance tests and proactively scaling and descaling hardware

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

SDE Intern

- Created 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)

Programmer

- 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
- 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
- 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](#), Gamespaw (June 2016 – May 2017)

Project Leader and Lead Programmer

- Headed 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