

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++ | Go | 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, Gamespawm

Workshop Coordinator, Gamespawm

Work Experience

Twitch, San Francisco CA (Apr 2020 – Present)

Software Engineer

- Backend developer for products that help curate recommendations to viewers
- Using Go to refactor and enhance system that vends stream and category content on the homepage
- Creating and running experiments on the homepage in order to improve sitewide traffic and viewer retention

Amazon.com Inc., Seattle WA (Sep. 2018 – Apr. 2020)

Software Engineer

- Backend developer for the engine that supports Amazon's logistics lifecycle from end-user purchase to delivery
- Used Java to modify core systems, Ruby to improve automated scripts, and Perl to create alarms to alert service of software issues
- Worked closely with program managers to execute initiatives to expand Amazon logistics network in new regions worldwide
- Ensured 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 – Sep. 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)

Student 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

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, Gamespawm (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 members through mentorship and meetings