

David Zhang

Software Engineer

Experience

Software Engineer II

Twitch

Apr 2020 - Present

Software Engineer I

Amazon

Sep 2018 - Apr 2020

Software Engineer Intern

Amazon

Jun 2017 - Sep 2017

Student Software Engineer

UCR Brain Game Center

Apr 2016 - Apr 2017

Technical Skills

Languages

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

Frameworks & Tools

Flask | Git | IntelliJ | Jira | Shell | Socket
IO | Visual Studios

Game Engines

Unity | Unreal Engine 4

Education

B.S. Computer Science

University of California, Riverside
Graduation - Spring 2018
GPA - 3.5 - Cum Laude

Contact

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Technical Proficiency

- 3+ years' XP with C#, 2 years' XP with Java, 2 years' XP with C++, 2 years' XP with Go. Solid understanding of Unity; 2+ years' XP.
- **Led a team of three engineers** to create service generating complex pieces of content for Twitch
- **Developed and refactored** the backend service for homepage experience of Twitch that vends stream and category content to 20MM daily users
- **Executed A/B testing** on the homepage to improve sitewide traffic and viewer retention
- **Implemented global caching solution** in core recommendations service to for consistent and performant retrieval of recommendation embeddings
- **Migrated high traffic service** that facilitates the storage and access of preferential data to new infrastructure
- Implemented **new features** to internal recommendations service by incorporating filtering and backfill components in results
- Involved in **code reviews** by providing feedback and promoting best practices

Communication and Collaboration

- Worked closely with product managers and applied scientists in order to **deploy and analyze experiments** that modify the recommendations experience
- **Assist clients** with onboarding to internal backend service that facilitates adding new content and recommendations on Twitch website
- **Collaborated with cross-functional teams** and stakeholders for initiatives and project development
- **Mentored junior engineers** in order to provide support for projects and foster individual growth
- Participated in the planning of socials within our team to **boost morale** and encourage a **healthy environment** during the pandemic

Game Development Projects

Programmer | Noah's Space Ark | 7 months | Unity

- Implemented level generation, enemy customization, and collectible gachapon systems. Team of 2

Programmer | Listen | 1 Year | Unity

- Revamped tile generation system, added randomized environmental prop spawning. Team of 5. iOS

Programmer | Quick Draw | 6 months | Flask

- Devised the architecture and handled game transitions in a Jackbox-like game. Web. Team of 3

Programmer | Familiar | 3-day Game Jam | Unity

- Implemented item drag and drop system. Team of 6