

# 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#, 3 years' XP with Java, 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
- Created algorithm to fetch stream content for **large scale campaigns** for events such as Glitchcon and Black History Month
- Implemented **new features** to internal recommendations service by incorporating filtering and backfill components in results
- Involved in **code reviews** by providing feedback

## Communication and Collaboration

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

## Game Development Projects

### Lead & Programmer | CNC | 1 year | Unity

- Led development team, developed generic templates for mini games. Team of 14, UC Riverside.

### 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