Henry Zhou

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Looking to apply my creative and technical skills in the entertainment/music industry and improve our world's communities.

Education
2013-2017

Tufts University | Medford, MA
B.S. Computer Science (Magna Cum Laude), GPA: 3.68

Play Labs | Cambridge, MA
Summer Accelerator for Entertainment Tech Startups at MIT Gamelab. Raised and managed 20K in startup funding.

Experience

Oct '16 - Ongoing

Ridgeline Labs | San Francisco, CA
Cofounder
- Produced **Rovr**, an augmented reality game emulating dog ownership for iOS. Built with Unity and Maya
- Interviewed, hired, and led a team of 4 (3D artist, animator, 2 software engineers) and multiple contractors (composers, artists, PR, etc.)
- Performed market analysis and produced pitch materials to raise 250K in seed funding.
- Developed marketing materials (videos, social media), picked up by major international media outlets such as Buzzfeed Tech, USA Today, MacRumors, and more
- Shark Tank semi-finalist (1/400 selected out of 40,000 annual applicants)

June '18 - Feb '19

Liveramp | San Francisco, CA
Product Operations Manager (TERM)
- Provided technical product support for data provider clients summing 10M/year
- Onboarded first and third party data segments for delivery to digital media platforms (Facebook, DoubleClick, and more).
- Cross communicated between various departments for troubleshooting and solution execution

May - Jul '16

Bloomberg LP | New York, NY
Software Engineering Intern
- Performed full stack web development for the Bloomberg Cross Verticals team
- Designed and implemented a RESTful web service for application metrics aggregation (GitHub, SonarQube, Jenkins) using Jersey, Maven, and Flyway DB + MySQL
- Built front end dashboard using Bootstrap 3, jQuery, and CSS3

Aug - Dec '16

Tufts University, CS Dept. | Medford, MA
Teaching Assistant - Programming Languages
- Graded assignments, held office hours, planned curriculum for students taking course

Skills

Languages: Python, C++, C#, Java, Javascript, C
Front-end: HTML, CSS, jQuery, Jekyll, three.js
Back-end: Firebase, Node.js, Database Management (SQL, NoSQL), Spring, Jersey
Tools/Platforms: Git, Jenkins, SonarQube, JIRA, Maven,
Creative: Blender, Photoshop, Unity

Interests

History, education, technology, media, art, travel, world culture, health, sustainability, books, children's advocacy