

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.

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## 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
- Cross communicated between various departments for troubleshooting and solution execution
- Gained first hand experience with digital advertising industry

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

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## 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

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## Interests

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