

Kevin Anthony Zhang Plaza

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ABOUT ME

Systems Application Developer with a diverse background in network-web and IT management, systems development, and video technical guarantee. Over 2+ years of experience with a proven track record in enterprise-grade applications, high-availability systems, and database management. Demonstrated ability to automate processes, integrate APIs, and contribute to the modernization of legacy ERP platforms and internal software. Effective collaborator and problem solver, dedicated to achieving project goals. Proficient in handling audio and video equipment, including Sonifex, Presonus, Blackmagic equipment and Vokkero sound systems.

EXPERIENCE

Technical Lead

Hybrid - Fulltime

Hawk-Eye Innovations Ltd. - Football Box Sells

May/2025 - Present

- Served as the primary technical point of contact for critical operations and client escalations.
- Maintained and organized system updates, ensuring compliance with global standards.
- Authored and maintained technical documentation to support internal teams and client operations.
- Led implementations such as the deployment of a remote operations center in Uzbekistan.
- Oversaw critical remote maintenance, repair, and upgrade operations with minimal downtime.
- Designed and delivered technical training guides to upskill regional engineering staff.
- Collaborated on the design, implementation, and testing of a new user interface to improve system usability for new or external personnel.

VAR Football Systems Operator

Hybrid - Fulltime

Hawk-Eye Innovations Ltd. - Middle East and Asia

Feb/2024 - May/2025

- Operated and supported VAR (Video Assistant Referee) systems in both local and international competitions.
- Played a key role in implementing the Public Announcement Protocol in major UAE tournaments, including the ADIB Cup Final and President's Cup.
- Ensured systems were fully aligned with international standards and maintained software/hardware updates.
- Coordinated with referees, broadcasters, and engineers to guarantee seamless match-day operations.
- Conducted troubleshooting and real-time issue resolution under high-pressure live environments.

Technical Lead

Onsite - Freelance

Hawk-Eye Innovations Ltd. - Ecuador VAR operations

Apr/2022 - Feb/2024

- Managed field testing and production releases for the LATAM region.
- Established policies and standardized equipment deployment for effective coordination.
- Led inventory management and served as the main contact point for project manager.
- Investigated and resolved technical issues and inquiries from clients.

Systems Developer Intern

On-site - Internship

Tiendas Industriales Asociadas S.A.

Mar/2022 - Jun/2022

- Designed, developed, and documented a REST API for the ERP system Idempiere.
- Programmed mainly in Java, utilizing design patterns such as builder and factory.
- Collaborated with the special projects team to create an internal mobile app for real-time monitoring of stock, inventory, and discounts.
- Utilized Postman for API testing and MySQL for database management, implementing complex statements for synchronous transactions.

Network-Web and IT Management Intern

Escuela Superior Politécnica del Litoral – Center for Research, Development, and Innovation of Computational Systems

Hybrid - Internship

Oct/2021 – Feb/2022

- Performed follow-up on loaned inventory, installed network equipment, and conducted server upgrades.
- Troubleshooted and maintained research computers, handling procurement for upgrades and new equipment.
- Executed corrective and preventive maintenance tasks, ensuring smooth operation of systems.

PROJECTS

This CV!

Personal

Markup-based typesetting system, Layouts, CSS

As part of my journey to enhance my life, acquire new skills, and foster personal development, I have crafted this entire CV using a markup-based typesetting system called Typst, which is akin to LaTeX or Overleaf. Why did I choose this approach? The simple answer: I enjoy coding! The longer answer: I truly enjoy coding. While using traditional word processors or other platforms for creating CVs might have been easier, it certainly wouldn't have been as enjoyable.

Project available on: <https://typst.app/project/r6PyBmBPSeIXCeZyVuHEsh>

Tick&Toe

Research

Java, JavaFX, Maven

Dec/2021

I developed this project, a strategic tic-tac-toe game that leverages tree structures for intelligent move recommendations. The project utilized advanced algorithms to foresee all possible next moves, calculating lower risks and optimizing returns for the computer player, enabling a challenging experience for human players.

- Implementation of tree structures to explore and evaluate potential game states.
- Algorithm design for predicting optimal next moves by considering risk and return.
- Integration of the recommendation system into the game, enhancing user experience.
- Multi-game modes for human-computer interaction with adaptive difficulty levels.

Project available on: <https://github.com/kazp058/TickAndToe>

CertDepo

Research

PHP, MariaDB, MySQL, Raspberry Pi, LAMP Server

2020-2021

For this project, I spearheaded the design and development of a comprehensive Certificate Management System hosted on a LAMP server. This system efficiently records, generates, and dispatches certificates via email, providing a robust solution for certificate management.

- LAMP Server Clustering: Implemented a LAMP server infrastructure with clustering on Raspberry Pi • devices, enhancing scalability and fault tolerance.
- Backend Development: Utilized PHP, MariaDB, and MySQLi for robust backend functionality, ensuring secure storage and retrieval of certificate data.
- Frontend Mastery: Crafted a responsive and visually appealing frontend using HTML and CSS, showcasing proficiency in frontend development.
- Automated Certificate Generation: Integrated a Python-based system for automatic certificate generation, utilizing predefined blueprints and seamlessly sending them through an email service API.
- Cloud Deployment: Successfully deployed the system on the Google Cloud Platform, leveraging load balancing settings and ensuring service availability across multiple regions.
- Scripted Deployment: Streamlined the setup process with a bash script, facilitating the deployment, database configuration, and library setup for easy replication.

Project available on: <https://github.com/kazp058/CertDepo>

Pic.io - Java Desktop Gallery Application

Research

Java, JavaFX, Maven, Multithreading

2019

Developed a feature-rich desktop gallery application, Pic.io, using Java, Maven, and JavaFX. This robust application provides users with a comprehensive suite of features, ensuring a seamless experience in managing and sharing their images.

- Account Management: Implemented user account creation and management functionalities, allowing users to securely register, log in, and update personal information.
- Secure Authentication: Employed SHA-256 encryption for password storage, ensuring the security of user credentials.
- Image Upload and Organization: Enabled users to upload images, create albums, and organize them with user-defined names and descriptions.

- Sharing Capabilities: Facilitated image sharing by allowing users to share albums and images with friends.
- Tagging and Drawing: Implemented a tagging system, allowing users to tag friends or objects in pictures. Users could also draw custom tags.
- Comments and Reactions: Introduced a commenting system and a like button for users to engage with and react to shared images.
- Collage Generation: Developed a feature to create collages with control over timing, the number of pictures used, and the ability to add background music.

Project available on: <https://github.com/kazp058/Pic.io>

Battleship in Assembly

Research

Low Level Programming, Assembly

2023

I developed an assembly language program that represents a computerized version of Hasbro's Battleship board game. This exciting single-player game runs on a 7x7 board, challenging the player to sink an enemy fleet consisting of an aircraft carrier (5 cells), a cruiser (4 cells), and a submarine (3 cells).

- Dynamic Board: Implemented an interactive 7x7 board to represent the naval battlefield.
- Random Generation: Developed algorithms that randomly place the ships on the board in each attempt, providing a unique experience in every game.
- Attempts Limit: The player has up to 21 missiles to sink the enemy fleet. If successful within this limit, the player wins the game.
- Cell Highlighting: At the end of the game, if the player doesn't sink all targets, the program highlights cells where undiscovered ships were located.
- User-Friendly Interface: Designed a user-friendly interface, allowing the user to play again or exit the program after finishing the game.

Project available on: <https://github.com/kazp058/Battleship>

Soccer Scraper

Personal

Python, Web Scraping, Selenium

2022

Developed a dynamic Python program for web scraping football match information using Selenium. The program not only gathers details like stadium, teams, kick-off time, competition, and round but also offers a user-friendly console menu for seamless navigation and execution of various functions.

- Web Scraping with Selenium: Implemented web scraping functionality to extract essential football match details from the web, ensuring up-to-date and accurate information retrieval.
- Console Menu Interface: Designed an intuitive console menu for users to easily navigate and execute multiple functions within the program, enhancing user interaction.
- Data Persistence: Enabled the program to save scraped data as persistent CSV files, allowing users to store and access information for future use.
- Logistic Optimization Algorithm: Integrated a logistic optimization algorithm that optimally distributes broadcast kits or vans based on factors such as distance travel, time allowance, and specific requirements for the round or stadium.
- Dynamic Functionality: The program provides the flexibility to scrap, save, load, and optimize logistics seamlessly through the console menu.

Project available on: <https://github.com/kazp058/Soccer-Scraper>

EDUCATION

Google IT Support

Google - Coursera

- Developed network models for different scenarios.

Certificado disponible en: <https://www.coursera.org/account/accomplishments/verify/C7HCT3VQDWLH>

Google IT Automation with Python

Google - Coursera

- Managed IT resources at scale, from physical machines to virtual machines in the cloud.

– Analyzed real-world IT problems and implemented appropriate strategies to solve them.
Certificado disponible en: <https://www.coursera.org/account/accomplishments/professional-cert/23BQ2G2JK5XN>

Neural Networks and Deep Learning

Deeplearning.ai - Coursera

- Developed a neural network with a hidden layer, using forward propagation and backpropagation with Numpy.
- Implemented computational points related to Deep learning, to develop and train deep neural networks for tasks related to computer vision.

Certificado disponible en: <https://www.coursera.org/account/accomplishments/verify/MP45CGS9T8DC>

Responsive Website Development and Design

University of London

- Developed a website using basic elements for layout and styling, such as HTML, CSS, and JavaScript.
- Applied concepts of UX and human-computer interaction to create an interactive website.

Certificado disponible en: <https://www.coursera.org/account/accomplishments/verify/VYQYF8TDQXJ8>

Bachelor's Degree in Computer Science

Universidad de Especialidades Espíritu Santo

SKILLS

Programming Languages	Python, Java, JavaScript, HTML, CSS, PHP, Assembly, C#, C/CPP, Bash.
Frameworks	Django, React, Ruby on Rails.
Computer Science Concepts	Data Structures, Algorithms, Version Control with Git, Cloud Computing, Multithreading, Threads, Object-Oriented Programming, Dependency Management and Open Source Software, Databases, Systems Programming, Low Level Programming, Software Design Patterns, .
IT Skills	Preventive and corrective maintenance, Network Installation, Network Analysis, Custom PC Design, Troubleshooting, Module usage and creation for Idempiere, Integration Testing, Powershell, Broadcast Operations, Sound equipment, SQL Server, Jenkins, Legacy systems, Agile methodologies, Field testing.
General Skills	Self-learner, Strong teamwork, Effective Communication, Conflict Resolution, Proactive Attitude, Multi-task & Handle High-volume workloads, Stakeholder engagement, Leadership.

LANGUAGES

Spanish	Native
English	Full professional proficiency
Portuguese	Limited working proficiency