

CHARLIE ZHANG

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EMPLOYMENT

Shopify

Mobile Developer Intern

Sep - Dec 2017

Waterloo, ON

- Currently working on a project that allows customers to generate custom mobile apps by modifying a base themed app
- Developing features for the base iOS app using Swift and a custom SDK for interacting with a GraphQL API

Teal Software

Full Stack Developer Intern

Jan - Apr 2017

Kitchener, ON

- Created an in-app system for product trials, increasing new customer signups by **120%**
- Developed and shipped multiple product features using React, Alt, D3.js, and Meteor
- Reduced response time by up to **90%** on the web platform by optimizing graph queries and refactoring API endpoints
- Streamlined QA process by building a testing system using Mocha and writing integration tests

Vena Solutions

Software Developer Intern

May - Aug 2016

Toronto, ON

- Refactored RESTful API endpoints using Java and updated MySQL schemas, increasing ETL process speeds by up to **11%**
- Led the development and launch of a new company careers site
- Resolved over **20** customer-reported usability and performance issues using Java, Jetty, Jackson, Jersey, and Backbone
- Wrote detailed API and unit tests using Postman and JUnit

Mikutech

Game Developer Intern

Oct 2013 - Aug 2014

London, ON

- Built an internal web app with PHP that created daily reports about production bugs from error logs on a Redis database
- Developed the basic UI and cutscene mechanics of a Facebook puzzle game that now has **1000+** players
- Deployed a PHP service that sent automated email reports about developer resource allocations using the FogBugz API

PROJECTS

Star Stream

bit.ly/star-stream

Developed and published a shoot 'em up Android game from scratch using Java, Gradle, libGDX, and self-made pixel art

My Ordinary Life

www.myordinary.life

Created a minimalistic online daily journal using a MySQL, Express, React, Node stack running on AWS

Scala Compiler

Built a compiler that compiled a subset of Scala into MIPS assembly

EDUCATION

University of Waterloo

Software Engineering

2015 - 2020

- CGPA: 3.7 / 4

SKILLS

Languages

Java • JavaScript •
Swift • C++ • C • Scala •
PHP • HTML/CSS

Web Development

React • Angular •
Backbone • Meteor •
Mocha

Backend Development

Node • Express •
MySQL • MongoDB •
Neo4j • Firebase

Tools

Git • Bash • Xcode •
Android Studio • Unity

AWARDS

WearHacks

Mar 2017

Won **Best Hack** –
People's Choice for a
Unity game where you
play virtual instruments
with others in real-time

EngHack

Nov 2015

Top 10 Hacks for a
rhythm game where
you dance with the
Myo armbands to play
notes in a song