

CHARLIE ZHANG

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WORK EXPERIENCE

Teal Software – Software Developer Intern

Jan – Apr 2017

ES6, React, D3.js, Alt, Meteor, MongoDB, Neo4j, Mocha

Kitchener, ON

- Increased new customer signups by **120%** by creating an in-app system for 30-day free product trials
- Boosted user retention by **28%** by designing and developing the user onboarding process from scratch
- Reduced latency by **up to 90%** by optimizing and parameterizing Neo4j graph database queries
- Improved front-end performance by **up to 70%** through React and D3.js render optimizations
- Streamlined QA process by building a testing framework using Mocha and writing integration tests

Vena Solutions – Software Developer Intern

May – Aug 2016

Java, Jetty, Jersey, MySQL, JavaScript, Backbone, PHP

Toronto, ON

- Increased ETL process speeds and decreased data store sizes by **up to 11%** through refactors of RESTful API endpoints and MySQL schema to support shared dimensions between OLAP cubes
- Launched a new careers site using PHP and JazzHR API, boosting number of applicants per opening
- Resolved over 20 customer-reported usability and performance issues using Java and Backbone
- Improved test coverage by writing detailed API and unit tests using Postman and JUnit

Mikutech – Game Developer Intern

Oct 2013 – Aug 2014

PHP, ActionScript 3, Redis

London, ON

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

PROJECTS

Star Stream – <https://goo.gl/KpAKmT>

A shoot 'em up Android game built with Java and libGDX that features power-ups and ship upgrades

Mental Education – <https://goo.gl/6JZnqs>

A React Native app that asks 10 questions daily to create graphs and statistics about your mental health

Airband – <https://goo.gl/I27fDi>

Won People's Choice award @ WearHacks 2017

Play virtual instruments with other players in real time using Unity, Leap Motion SDK, and socket.io

Know Yourself – <https://goo.gl/1Ldx86>

An Angular app that uses Facebook SDK and indico API to create data visualizations from your posts

SKILLS

Languages: Java, JavaScript (ES6), PHP, C++, C, Scala, SQL

Web Development: React, Redux, Alt, Angular, Backbone, Meteor, D3.js, Mocha, Sass

Backend Development: Node.js, Express, Neo4j, MySQL, MongoDB, Firebase

Tools: Git, Bash, webpack, Docker, Vagrant, IntelliJ, Unity

EDUCATION

Honours Bachelor of Software Engineering

2015 – 2020

University of Waterloo, 3.7 GPA