

ZACHARY CHEN

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EXPERIENCE

Compliance Engineer Koi Trading *January 2019 - Present*

- Built iOS app in Swift to collect customer onboarding information used for anti-money laundering by compliance teams. Created data models for customer types to be ported through backend APIs.
- Implemented language internationalization, MVC architecture, and JSON retrieval for scalability; Programmatic UI + Autolayout and Git for maintainability; and HTTPS for security.
- Increased customer base insight by creating Python scripts to collect customer info using HTTPS requests, parse/analyze the JSON response, and generate a CSV file for additional analysis on Excel.

Compliance Analyst, 2nd employee HBUS Holdco Inc *March 2018 - January 2019*

- Worked closely with Chief Compliance Officer and General Counsel to build anti-money laundering (AML) / Know Your Customer (KYC) program, and other internal processes.
- Improved pipeline efficiency by 150% by managing, refining, and formalizing compliance token listing process (main product), and retail, institutional, and market maker customer on boarding.
- Reduced daily costs by \$500+ and automated screening to reduce manual labor by analyzing customer data using Excel to work with the operations, product, and customer success teams to systematically reduce fraud, improve UX, and maintain compliance requirements.

Marketing Associate HBUS Holdco Inc *December 2017 - March 2018*

- Increased website user engagement by 10% by creating a 60 page website audit to improve UX for US users by adjusting words and graphics to match US customer expectations.
- Built customer support program and FAQ section (wrote 50 articles) using Zendesk.
- Created detailed competitor analysis that shaped our customer segmentation and tier list.

SOFTWARE PROJECTS

Tern Travel Planner App, Swift

- Taught myself Swift and built an extensive iOS application to create and share efficient itineraries.
- Implemented Firestore (NoSQL) and MVVM architecture for scalability and persistence; Programmatic UI + Autolayout, Git, Cocoapods, and XCTest for maintainability; OAuth for security; and contextual onboarding, animations, and 3rd party frameworks for a great UX.
- Designed state model controller to synchronize multiple tabs and maintain clean code.
- Improved memory footprint by removing memory leaks using debug memory graph.

Ants vs. Bees Tower Defense, Python

- Created Plants vs. Zombies styled PC game using object-oriented design and inheritance.

Hog [Dice] Game Simulator, Python

- Designed a simulator for the dice game called Hog using iteration and higher order functions.

EDUCATION

Pepperdine University *April 2017*

Bachelor's of Science in Finance. Departmental GPA 3.72, Dean's List Spring 2017.

- Shanghai International Program 2014 - 2015. East Africa International Program May 2016.

Triplebyte Certified iOS Engineer: Technical interview included building sample app, questions geared towards iOS, web fundamentals, data structures & algorithms, and mobile app design. 98th percentile.

Independent Coursework: Composing Programs. Grokking Algorithms. Introduction to Algorithms (CLSR). Hacking with Swift. FreeCodeCamp. Lynda. Stack Overflow. Extensive DS&A code challenges.

LANGUAGES AND TECHNOLOGIES

Swift. Python. Xcode. Git. NoSQL. Adobe Suite. *Familiar:* Objective-C. HTML/CSS. JavaScript. Java.