

# ZACHARY CHEN

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## EXPERIENCE

### Compliance Engineer

January 2018 - Present

*Koi Trading*

San Francisco

- Designed iOS app to collect customer onboarding information used for anti-money laundering by compliance teams. Created data models for specific customer types to be easily ported through backend APIs.
- Internationalized iOS app to change based on user device language. Used Swift, MVC architecture, customized UIKit, JSON retrieval, and a dynamic table that changes fields based on the nationality selected.
- Increased customer base insight by creating Python scripts to collect customer information via the backend API, parse and analyze the response, and generate a CSV file for viewing and additional analysis on Excel.

### iOS Mobile Developer

August 2017 - Present

*Tern, Travel Planner App*

San Francisco

- Built iOS MVP end to end using Swift, MVC architecture, UIKit, Firestore, Google Sign In, FBSDKCoreKit, Cocoapods, GitHub, and “just in time” onboarding, an intuitive workflow, and animated transitions to enhance the UX. Includes 90+ code files.
- Analyzed consumer habits and travel trends for product development, meticulously dissected UI/UX and on boarding experience, built marketing and branding strategy. 50+ beta users signed up.

### Compliance Analyst, 2nd employee

March 2018 - January 2018

*HBUS Holdco Inc*

San Francisco

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

### Marketing Associate

December 2017 - March 2018

*HBUS Holdco Inc*

San Francisco

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

## PROJECTS

### Ants vs. Bees Tower Defense, Python

- Created Plants vs. Zombies styled defense PC game with various bee types built to defend against enemy ants
- Implementation of bees, ants, and playable area utilizes object-oriented design and inheritance

### Hog [Dice] Game Simulator, Python

- Designed a simulator for the dice game called Hog, where two players alternate turns trying to reach 100 points first. Implemented the game using iteration and higher order functions.

## EDUCATION

### Pepperdine University

April 2017

B.S. in Finance: GPA 3.72, Dean's List Spring 2017

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

**Life, Accident & Insurance (Life Agent) License** as of January 2014

## SKILLS

**Technical:** Swift. Python. Familiar with (JavaScript, SQL). Adobe (Lightroom, Photoshop, Indesign).

**Coursework:** Hacking with Swift, FreeCodeCamp, Composing Programs, Grokking Algorithms, Introduction to Algorithms (CLSR), Lynda, Stack Overflow (55 pts)

**Fun Fact:** 2 competitor of the year awards and 60+ gold medals in international martial arts tournaments.