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.
- Design patterns used - *Scalability*: Internationalization (text adjusts to user device language), MVC architecture, JSON retrieval. *Maintainability*: Programmatic UI + Autolayout, Git. *Security*: HTTPS.
- 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,   HBUS Holdco Inc   *March 2018 - January 2019*
2nd employee
- 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 out 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*
- Built extensive iOS application end to end that allows the creation and sharing of efficient itineraries.
- Tools and design patterns used - *Scalability & Persistence*: Firestore (NoSQL), MVVM architecture. *Maintainability*: Programmatic UI + Autolayout, Git, Cocoapods, XCTest. *Security*: OAuth. *UX*: Contextual onboarding, animations, 3rd party frameworks, social media sign in SDKs.

Ants vs. Bees Tower Defense, *Python*
- Created Plants vs. Zombies styled PC game with various bee types 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. 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 and questions surrounding iOS, web fundamentals, algorithms, and mobile app design. Excellent feedback.
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.