

ZACHARY CHEN

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EXPERIENCE

- Software Engineer (iOS)** *Yelp Inc.* *October 2019 - Present (Furlough)*
- Sped up experimentation release from 3 weeks to 1 day by building reusable components that employed server-driven UI for different campaigns. Mitigated server lag issues by creating default UI fallback values.
 - Generated over \$1m in new revenue by working with other stakeholders to build scalable features and implement consumer logging/tracking for the User Segments Consumer Growth team.
 - Improved team effectiveness by leading multiple sprints and keeping the team focused on larger goals.
 - Formalized new hire onboarding by making a personalized template that could be quickly filtered to include only relevant tasks catered to each platform (iOS, Android, Backend, Full Stack).
- Compliance Engineer** *Koi Trading* *February 2019 - September 2019*
- Built an iOS app in Swift to collect customer onboarding information used for anti-money laundering (AML) by compliance teams. Created data models for customer types to be ported through backend APIs.
 - Added language internationalization, MVC architecture, and localized JSON text retrieval for scalability.
 - Used Programmatic UI + Autolayout, Git, and HTTPS for maintainability and security.
 - Increased customer insight by creating Python scripts to analyze JSON customer data via HTTPS requests and generate a CSV file for additional analysis in Excel.
- Compliance Analyst, 2nd employee** *HBUS Holdco, Inc.* *March 2018 - February 2019*
- Improved pipeline efficiency by 150% by managing, refining, and formalizing the (1) compliance token listing process in the main product and (2) retail, institutional, and market maker customer onboarding.

PROJECTS

- Tern Travel Planner App, Swift**
- Built an extensive, end-to-end iOS application to create and share efficient travel itineraries.
 - Integrated Firestore (NoSQL Database) and MVVM architecture for scalability and data persistence.
 - Used Programmatic UI + Autolayout, Git, Cocoapods, XCTest, and OAuth for maintainability and security.
 - Added 3rd party frameworks, contextual onboarding, animations, and gesture recognizers for a smooth UX.
 - Designed state model controller that interacted with concurrent network layer to synchronize multiple tabs.
 - Detected memory leaks with the memory graph debugger; removed them by breaking strong retain cycles.
- Analytics SDK, Swift**
- Designed framework that automatically tracks user behavior without having to identify interactions upfront.
 - API where the user deploys one line of code to enable automatic tracking of all user interactions.
- Weather Monitor, Swift**
- Retrieved location-based data from OpenWeather API via URLSession and displayed results in a table view.
- Spending Tracker, Swift**
- Created a tracker using MVVM architecture and a table view with dynamic section/category headers.

EDUCATION

- Pepperdine University** *April 2017*
- Bachelor 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 a sample app, iOS interview, web fundamentals, data structures & algorithms, and mobile app design. Passed in the 98th percentile.

LANGUAGES AND TECHNOLOGIES

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