

CHEN ZOU

chenczou.com | chen.zou@edu.uwaterloo.ca | 650-550-0690

EDUCATION

- Bachelor of Computer Science, Minor in Economics - University of Waterloo** 2014 - 2018
- Received a 4.0 GPA in Human-Computer Interaction. Excelled in design, leadership, and entrepreneurship classes.
 - CS Research Assistantship (Spring 2016 & Winter 2017), International Student Entrance Scholarship, Dean's Honor List.

EXPERIENCE

- Wealthsimple** Jan - Apr 2018
Software Engineer Intern Toronto, ON

- Delivered well-designed and tested systems and scaling automation tools for financial micro-services in Java and Ruby.
- Improved the performance of Oracle SQL & PostgreSQL to efficiently process large amounts of transactional data; significantly reduced the querying time for Due to Registered Accounts reports (from overnight to minutes).
- Collaborated across teams to create, maintain, and enhance robust APIs that enable the creation of internal tooling.

- Roblox** May - Aug 2018
Associate Product Manager Intern, Develop San Mateo, CA

- Worked on designing and building Rthro and over 200 Rthro-native bundles to provide users with a sophisticated avatar editing system and an extensive virtual catalog, giving them greater customization freedom to express creativity.
- Launched Animation Editor with Inverse Kinematics in Studio; led the cross-functional team through multiple iterations.
- Brainstormed & worked on new Develop features closely with the team to empower imagination. (Stay tuned!)

- Roblox** May - Aug 2017
Product Manager Intern, Avatar San Mateo, CA

- Prioritized, defined, and provided product specs for new Avatar features (Catalog integration in Avatar Editor, costumes & bundles, trail effects, pose creator, animation preview, etc.) to enhance the player experience on mobile, web and Xbox.
- Redesigned Develop (now Create) page and pitched the high-level design & MVP to stakeholders with 6 Product interns.
- Designed a search query auto-correction & recommendation system to optimize game search results.

- BlackBerry** Sept - Dec 2016
Product Manager Intern, Hub+ Suite Mississauga, ON

- Conducted competitive analysis of the incoming call feature and presented feasible improvements to the team.
- Proposed mobile user acquisition strategy for Hub+ Suite of apps; initiated a user research to understand retained users behaviors, needs and motivation, and retarget potential users.
- Wrote Python scripts & HQL queries to perform data analysis of growth strategies in ongoing reports.

- Lovever** Sept 2015 - Aug 2016
Founder Toronto, ON

- Developed the shared vision of Lovever, a startup aiming to help couples in long-distance relationships maintain and keep developing their relationships remotely.
- Recruited and led a team of 5 iOS engineers and designers to build Lovever from concept to private beta.
- Established and executed a 1-year roadmap; identified and analyzed key metrics for continuous improvement.

PROJECTS & HONORS

- Budgie - CS 449 (Human-Computer Interaction)** Jan - Apr 2018

- Designed a personal finance app to help young adults to build positive habits based on their financial statuses and budget.

- Best On-Demand Hack - HackMIT** Sept 2016

- Designed an iOS app to help students post & browse items for sale on campus in a fun/easy way through short videos.

- Finalist - Waterloo Hacks** Jan 2016

- Designed an iOS multi-destination route planner with intelligent route optimization.

- Top 10 of 18,161 participants (93/100) - Euclid Mathematics Contest** May 2014

- Solved challenging mathematical problems in advanced algebra & calculus by proofs.