

# Yu Zhou

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## EDUCATION

### University of Colorado at Boulder

#### Bachelor of Science in Computer Science May 2017

Operating Systems, Network System, Advanced Distributed Systems, Data-Intensive Computing, Design and Analysis of Algorithms, Advanced Data Structures, Object Oriented Design, Principle of Programming Language.

### University of Colorado at Boulder

#### Galvanize Software Engineering Bootcamp

May 2016 - Aug 2016

## EXPERIENCE (3 YoE)

### Pathrise, Software Engineer - Tools/Platforms

Rails, PostgreSQL, Python | April 2019 - Present

- Developed an internal advisor-student platform that allows the students to gather job-searching information and create automated job-application campaigns. Reduced third-party dependencies and generated **\$100,000** in revenue.
- Architected a company database model to store scraped company information from **Crunchbase API**. Created an automated job application pipeline by utilizing the **SendGrid API** and internal database.
- Revamped Pathrise's entire technical workshops by creating a 3-week, 20+ hour sequence of lectures on Data Structures, Algorithms and System Design.

### Synopsys, Software Engineer - Infrastructure

Python, Java, Javascript | Jul 2017 - April 2019

- Architected a **Machine Learning Cluster** for the DevOps team to reduce test machine usages by 24 hours per week.
- Created a universal parser utilized in 32 released products to pre-process consistent data from the daily log file to JSON; allowing users to easily feed data readable by the Machine Learning Clusters.
- Created an internal approval process flow system, allowing Project Managers to approve or reject projects at ease. Utilized RESTful API and Java which helped facilitate the entire signing process by 150%.
- Designed an internal calendar to assist PM's scheduling process with rendering framework, VisJS.

### Serenity Forge, Software Engineer - Backend

Unity, Javascript | Jan 2016 - May 2016

- Collaborated with a team of 5 to create a hit "Pixel Galaxy" computer game with a Steam rating of 90% and recognized by **Smithsonian** Institute in 2016.
- Collaborated with a team of 15 to create "King's Bird", a video game released on **Steam** featured on **GameSpot**.
- Refactored the code of an NES game from C to C# to be supported with **Wii**, constantly code review after submitting the ticket.
- Refactored CSS code by changing its component structure to a 7-1 Sass pattern, the code refactoring process largely influenced by the DRY principle. Removed dependency from Bootstrap and implemented the grid system within SASS structure.

## SKILLS

### PROGRAMMING

Python, Node.js, Java, Go, Ruby, Bash.

### LIBRARIES/PLATFORMS

Node.js/Express, Flask, Ruby on Rails, React.js, jQuery

### DATA/DATABASES

MongoDB, PostgreSQL, MySQL, NoSQL, Redis, Kafka, Distributed Hash Tables, Spark,

### CLOUD PLATFORMS

Amazon Web Services, Google App Engine, Heroku

## PROJECTS

### Blockmaster | [Github](#) | Python, SHA-256, JSON, Flask

Built a blockchain from scratch that allows users to perform **CRUD** functionalities on bitcoin exchanges. Prototyped an interactive trading application, which enables the user to test out their GET/POST request on live-transactions, utilized **Python, Flask**, Hashlib, Requests.py, urllib.py.

### Cryptor | [Logo](#) | Python, MongoDB, JSON

Created an automated stock and cryptocurrency data scraper and implemented a mock **CoinMarketCap API**; Parsed/Scraped data from the trading website and stored them in a remote **MongoDB** host. Created a **cronjob** on parsing data from the site, which allows users to access up-to-date data via the API call in JSON format, maintained repo for 15 paid-customers. Generated total revenue of **\$80,000** up to this date.

### Codejudge | [Github](#) | Python, Java

Participated regularly in an online coding competition platform. Provided video explanations, coding solutions, and Q&A supports to 4,000 subscribers on YouTube, 700 watchers on Github and 1,400 unique likers on Leetcode.

### Campify | [Website](#) | Node.js/Express, MongoDB, Bootstrap

Created Yelp-like dynamic web app for users to rate, comment, and share campgrounds. Utilized **Bootstrap** to prototyped frontend design, and external packages such as **Passport.js** to handle authentication. The main features are well-rounded to be easily compared to any start-up company pages.

### Google Domain Finder | [Github](#) | Python, Requests, Regex

Created a Domain availability checker for newly launched Google-domain, enabling users to see the status of domains from the top 1000 companies. Generated **\$70,000** in revenue from the user's resale.

### The Story CU | [Github](#) | Numpy, Scikit-learn, Keras

Implemented a machine learning tool that takes any images as inputs, and output European style paintings. Utilized Numpy, Panda, Scipy, Keras and Python Future.

### Science Discovery | [Website](#) | Jekyll, JavaScript, GMap.

Implemented a static website that gives quick access to essential information at the Science Discovery program. Allowing users to utilize Google Map API to locate hidden Science Discovery buildings.

### Personal Portfolio | [Github](#) | JQuery, Javascript, Github API

Implemented a minimalistic/ less-generic personal portfolio that showcases my spare time spending on random projects. Utilized Github API to gather Star/Like information. To make the site more dynamic feel, created a daily cronjob that triggers data parsing script, turned post-processed data into a JSON object and feed into JQuery.