

+William Zhou

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NZ Residency

iOS, Android, Node.js Developer. I am passionate about, and quick to pick up new technologies with a “can do” attitude.

Skills

Swift **9** / 10

Objective-C **9** / 10

Android **7** / 10

ASP.NET **4** / 10

Node.js **6** / 10

JavaScript **8** / 10

CoffeeScript **5** / 10

HTML, CSS **4** / 10

Jenkins **7** / 10

Work History

Vista Entertainment Solutions

Mobile Developer

2012-2016

I have:

- * Built several mobile products, used by more than 20 cinema chains around the world.

- * Set up continuous integration, build, test, brand, code sign and serve IPA files via ota, all triggered by commits.

- * Built several node.js tool used internally, including one to check disk space on the build server, another to replace assets in an app file post build. * Worked with WCF servers built on SQL Server. Built several features around push notifications. * Refactored a portion of the code base from Objective-C to Swift. * Written around 2000 unit tests

Cycles Research Institute

Research Assistant

2009-2011

I have: Built a data analysis / plotting tool (BASIC)

<http://cyclesresearchinstitute.org/cats/>

Education

University of Auckland

2008-2012

Bachelor of Commerce majoring in Infosys and OpsMgt

Apps & Projects

Vista MobileCinema

Ticketing app for cinema goers
<https://itunes.apple.com/nz/app/vista-mobile/id882981768>

Vista UsherPoint

Assist cinema ushers with crowd control
<https://itunes.apple.com/nz/app/vista-usherpoint/id642694108>

Vista InTouch

Help cinema managers monitor staff and session sales
<https://itunes.apple.com/nz/app/vista-intouch/id642693317>

Sky Map

Star gazing app
<https://www.microsoft.com/en-us/store/apps/sky-map/9wzdncrdnvz0>

Voskel

3d voxel art creation tool
<http://voskel.herokuapp.com>

Meow (2016 Global game jam)

Typing game, with cats
play now: <http://nychinn.github.io/meow>

injectour

Lightweight injector, inspired by angular.js
<https://www.npmjs.com/package/injectour>

cpr2

Retro style colour picker
<https://www.npmjs.com/package/cpr2>

edger

Generate hard edges for voxel data
<https://www.npmjs.com/package/edger>

References available upon request