William Zhou

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NZ residency

iOS Developer with 4+ years of experience.

Skills

- Mobile development (Objective-C, Swift, Java)
- Node.js, javascript, coffee script, WebGL
- .NET, Web API, C#, SQL Server
- UI automation (Specflow, Appium)
- Version control (Git, Tfs)

Work History

Vista Entertainment Solutions (March 2012 - June 2016)

4 years and 3 month
Lead iOS developer

Vista creates cinema management and ticketing software for the cinema industry.

Responsibilities and Achievements:

My primary responsibility at Vista was developing their mobile ticketing app for iOS, including contributing new features, bug fixes and enhancements in a Scrum process, specific achievements include:

- Initially built from scratch and setup Vista UsherPoint, Vista InTouch and Vista MobileCinema
- Drove improvement with build automation using Jenkins, set up continuous integration for iOS
- Mentored and peer programmed with junior/intern iOS developers, sharing knowledge of existing code architecture and common iOS pitfalls
- Leveraging open source tools, developed a process to automatically generate code documentations for iOS

- Developed an UI Automation project for Android and iOS using Specflow / Appium
- Developed a Node.js internal tool to brand the ticketing app, replacing existing manual process
- Introduced Crashlytics to the app, using Jenkins to upload Dysm at build time.
- Runner-up with a colleague in Vista's Innovation Cup. Our entry was a web app for the end-to-end generation of branded builds for account managers. Built using Ruby-on-Rails and Node.js.

Education

University of Auckland (2008-2012)

Bachelor's Degree, Information Systems

Open source projects

- iOSDribble
  A collection of custom UI controls
  https://github.com/will3/iOSDribble

- Voskel
  3d voxel art creation tool
  http://voskel.herokuapp.com

References available upon request