+William Zhou

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NZ Residency

iOS, Android, Node.js Developer.

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, to build, test, brand, code sign and serve IPA files via OTA, all triggered by commits.
* Built several node.js tools used internally, including one to check disk space on the build server, and another to replace assets in an app file post build.
* Worked on one of the .NET servers used by the apps. Built a messaging system using push notifications.
* Refactored a portion of the code base from Objective-C to Swift.
* Written around 2000 unit tests
* Mentored junior developers, including doing code reviews and providing technical guidance.

Cycles Research Institute
Research Assistant

2009-2011

* Built a data analysis / plotting tool (BASIC)
http://cyclesresearchinstitute.org/cats/

Education

University of Auckland

2008-2012

Bachelor of Commerce
majoring in Information Systems

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