William Zhou

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Experience iOS developer with a passion to build beautiful, responsive apps. I'm a hard working individual who's passionate about new technologies. I also have extensive experience in Android, Build automation, Node.js and .NET, having worked on several products in my previous job in the last 4 years.

Skills

- Extensive experience in Mobile development (Swift, Objective-C, Java)
- Adaptive, good at working under pressure
- Build automation (Jenkins, bash, node.js)
- Version control (git, tfs)
- UI automation (KIF, Specflow, Gherkin, Cucumber)
- Restful services (.NET, Web API, Node.js express)
- Able to build prototypes quickly
- App Deployment (OTA, enterprise provisioning, code sign, package IPAs)

Work History

Vista Entertainment Solutions (2012-2016)

Lead iOS developer

Vista creates software for the cinema industry ranging anything from online ticketing, point of sale to air conditioning. I was one of the first mobile developers hired by Vista and was involved in several green field projects and expanded the mobile product suite. The team has since grown to a size of 8 and I have worked closely with other developers, testers and designers in an agile team.

Responsibilities:

- Implement new features, work closely with designers and adopt modern UI designs
- Respond to customer bugs and requests, assist in release processes (App store and Enterprise distribution)
- Shape code architecture, introduce new patterns and frameworks

- Maintain continuous integration, simplify deployment process

Projects:

- **Vista UsherPoint** (iOS, for cinema staff)
  Used for scanning bookings in the lines and crowd control. This is my first green field project in Vista. While working closely with the stackholders, I was able to quickly build a prototype and present it to potential customers. As a result, a major cinema chain has bought the product, and it is now used by several more.

- **Vista Mobile Cinema** (iOS & Android, for movie goers)
  In this project, I was involved in building a ticketing app to replace an existing, outdated version. This gave me the opportunity to adopt new technologies and modern UI practises. I also built an internal tool for customers to customise and brand the app, which greatly simplified the deployment process. As a result, Vista sold the app to over 20 cinema chains and this number is still growing.

Cycles Research Institute (2009-2011)

Research Assistant
Data analysis / plotting tool, for analysing cycle data.
http://cyclesresearchinstitute.org/cats/

Education

University of Auckland (2008-2012)
Bachelor of Commerce
Majoring in Information Systems

Avondale College (2004-2008)
NCEA Scholarships in Calculus, Statistics and Physics

Projects

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

- Vista UsherPoint
  Crowd control app for cinema ushers
  https://itunes.apple.com/nz/app/vista-usherpoint/id642694108

- Vista InTouch

  Assist cinema managers to monitor staff and session sales

  https://itunes.apple.com/nz/app/vista-intouch/id642693317

- 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

References available upon request