

+William Zhou

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NZ residency

Personal statement

Mobile developer who's passionate about building beautiful, responsive apps. I'm passionate about code craft, and thrive to write clean code that's easy to read and maintain. In my free time, I like to work on open source projects to further my professional development.

Skills

Swift	Objective-C	Android
ASP.NET	Node.js	JavaScript
CoffeeScript	HTML, CSS	Jenkins

Experience

Vista Entertainment Solutions

Mobile Developer

2012-2016

Responsibilities

- * Maintaining and extending mobile products
 - * Configuring iOS continuous integration using Jenkins, assisting App Store releases
 - * Maintaining internal tools, used by cinema managers to customize and build branded apps
 - * Contribute towards architectural changes, including refactoring existing code base and introducing new patterns in iOS source
 - * Maintaining server modules used by mobile products
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Cycles Research Institute

Research Assistant

2009-2011

Built a data analysis / plotting tool for cycle data
<http://cyclesresearchinstitute.org/cats/>

Education

University of Auckland

2008-2012

Bachelor of Commerce majoring in Infosys and OpsMgt

App Store

MobileCinema

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

UsherPoint

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

InTouch

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

Open source projects

Voskel

Web app for building 3d voxel art
<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 color picker
<https://www.npmjs.com/package/cpr2>

edger

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

References available upon request