

William Zhou

Email: will3.git@gmail.com

Phone: 021 026 85259

Twitter: [@will3_z](#)

NZ residency

iOS, WebGL Developer.

Skills

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

WearIt

WearIt is a platform to provide styling recommendations for guys.

(June 2016 - ongoing)

iOS Contractor

- Developed an iMessage extension for iOS10
- Working on an upcoming app

Vista Entertainment Solutions

(March 2012 - June 2016)

iOS developer

Vista creates cinema ticketing and management software for cinemas in over 40 countries. Some NZ cinemas include Events and Hoyts.

Responsibilities and Achievements:

My primary responsibility at Vista was developing and expanding the iOS mobile suite, including contributing new features, bug fixes and enhancements in a scrum process, specific achievements include:

- Expanded the mobile product suite, including 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.

Apps:

- Vista UsherPoint (March 2012 -)

<https://itunes.apple.com/nz/app/vista-usherpoint/id642694108>

UsherPoint is an iOS app for cinema staffs to help with crowd control, session times and messaging managers. it is currently used by over 2000 cinema staffs (Regal, Cineplex).

Working closely with the product director, I built fast prototypes and presented to potential customers. As a result, I was offered a full time position to lead the development of the project. Over the years I was responsible for maintaining and building new features for the product.

Some technologies used were barcode scanning, external hardware integration (LineaPro, Honeywell), push notifications and real time messaging.

- Vista InTouch (Nov 2012 -)

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

InTouch is a companion app for UsherPoint, it is used by cinema managers to manage cinema staffs.

I was involved in rewriting the UX and building the backend using .NET and SQL Server. I also built a push notification / messaging service to facilitate real time messaging between InTouch and UsherPoint. Over the years, we've added functionalities such as seat swap, stock take and location checks.

- Vista MobileCinema (July 2013 -)

<https://itunes.apple.com/nz/app/vista-mobile/id882981768>

MobileCinema is a ticketing app for cinema goers.

A rewrite of an out-dated 3rd party app, I worked with another Android developer and wrote a modernized version for both platforms. The team has since grown to 8 members and I was responsible for driving and building new features, and mentoring junior / new developers.

Some features include push notifications, passbook integration, WeChat / AliPay integration, AppPay integration, loyalty member integration and Movie / trailer ratings.

Education

University of Auckland (2008 - Nov 2012)

Bachelor's Degree, Information Systems

Personal Projects

- iOSDribble

A collection of custom UI controls

<https://github.com/will3/iOSDribble>

- Voskel

3d voxel art creation tool

<http://voskel.herokuapp.com>

- Little Planet Procedural planet generator <https://will3.github.io/little-planet/>
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References available upon request