





Annie Zou

University of Waterloo, Systems Design Engineering

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SKILLS

Product management: Jira, Agile, user research, usability testing, technical documentation and presentation
Design: Adobe Photoshop, Adobe Illustrator, Figma, Google Material Design, Apple Human Interface Guidelines
Programming: C++, Unity(C#), Android (Java/Kotlin), iOS (Swift/Obj-C), Python, CI/CD (Jenkins), Terraform, Ansible

MANAGEMENT EXPERIENCE

UWaterloo Campus Lead @ Global Spark

April 2020 - Present

- Coordinated team of 10 volunteers in Clubs and Curriculum subteams to **grow partnerships by 50%**
- Conducted 10+ needs analyses through stakeholder interviews** to identify campus objectives

DevOps & Scrum Master @ National Bank of Canada

Sept - Dec 2019

- Worked with project manager to create structured task descriptions to improve understanding between business analysts, software engineers, and data scientists, **reducing time for sprint planning and grooming by 25%**
- Directed transition from Kanban to Agile scrum meetings for a 15+ person team, **increasing overall team satisfaction with meeting productivity by 40%**
- Refactored Python API to reduce Google Kubernetes Engine memory usage from 32 GB to 6 GB **saving \$450 per month**
- Improved process automation** through development of Jenkins CI/CD pipeline and provisioning of Google Cloud Platform infrastructure through Terraform and Ansible

Quality Assurance Analyst @ The Weather Network

Jan - April 2019

- Conducted **feature validation through Google Firebase A/B testing** producing detailed plans of improvement, during this time the **app was featured by Apple** and **ratings increased from 4.3 to 4.4**
- Improved UI/UX for 3 million+ active mobile users** by refactoring code from Obj-C to Swift and Java to Kotlin and improving user interfaces to follow Material Design and Human Interface Guidelines
- Executed **test-driven development and validation of 20 major use cases** through unit and UI testing

TECHNICAL EXPERIENCE

Fullstack Augmented Reality Developer @ Interaptix

May - Sept 2020

- Developed features for Jira API integration in the Android and Hololens cross-platform app using Unity ARFoundation
- Reduced Django REST API load by migrating from JSON to Protobuf serialization and using location-based data-fetching

Computer Vision Research Assistant @ UWaterloo

Jan - April 2020

- Researched novel context-driven computer vision techniques using TensorFlow and Python
- Conducted technical and market research for competitive analysis

PhysioCare - Hack the North 2019 Finalist

Sept 2019

- Prototyped Android telemedicine app that streams sensor data across clients using Firebase live data
- 1 of 12 finalist projects selected by judges from 300+ entries

EDUCATION

University of Waterloo

Sept 2018 - April 2023

Systems Design Engineering, Bachelor of Applied Science (BASc)

- Awards: Term Dean's List, 3.95 GPA
- Design Coursework: Introduction to Design, Human Factors in Design, Essentials of Entrepreneurial Planning and Execution
- Programming Coursework: Digital Computation (C++), Data Structures and Algorithms