

# Zhan H. Yap

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## EMPLOYMENT

### ***Lead Developer, Agents of Discovery***

***Jan 2017 - Present***

- Determine feasibility of user requirements by evaluating analysis, problem definition, deadlines, and development capabilities.
- Work with 2D, 3D artist and designers to create new features within app.
- Maintain high standards of software quality within the team by establishing good practices and habits.
- Manage and optimize code base for 'Discovery Agents', 'StoneView', and 'AOD Surveyor'.
- Construct better software solutions to enable scalability of app, and user experience.

### ***Software Developer, Agents of Discovery***

***Jul 2015 - Dec 2016***

- Created an Android and iOS app 'Discovery Agents' using Unity3D that reads data from our CMS via RESTful API.
- Created a native Android app 'AOD Surveyor' that allows clients to input real time mission site data and send it to our development team for custom mission site creation in the Discovery Agents app.
- Created an Android and iOS app 'Stoneview' while working with clients side by side to ensure the app meets their requirements.
- Worked on agile development on 2 - 3 week sprints for rapid deployments.

### ***Software Developer, Morningstar Interactive***

***Jul 2014 - Jul 2015***

- Produced an Android and iOS app 'Explore Rockies' using Unity3D that reads data from our CMS via RESTful API. Worked through the full software development lifecycle from concept to delivery of product.
- Contributed to the development of a CMS incorporating the LAMP stack using HTML5, Javascript, CSS3, MySQL, and Kurogo framework for UBC.
- Designed interactive HTML5 games for the Get-To-Know program using the CreateJS suite.
- Created a HTML5 interactive SVG template that reads data from an xml file and dynamically creates content using SnapSVG's library.

## EDUCATION

### ***University of Alberta***

BSc in Computing Science  
(Sep 2009 - Apr 2014)

## SKILLS

Java, C#.

HTML5, CSS3, Javascript, JQuery, PHP, JSP.

MySQL, SQL, SQLite, NoSQL, Realm.

Android Studio, XCode, Unity3D.

Git, SVN, PerForce.

## PERSONAL PROJECTS

### ***Canada Open Data Experience (CODE) (2015) :***

Participated in a hackathon (48 hours) to produce a native Android app that reads multiple datasets provided by the government. The app also reads from our own server that provides quizzes based on information in the datasets.

### ***Budget (2016) :***

Create a native Android app that allows the user to keep track of their daily expenses and incomes while having the ability to export the database into a CSV file.

Maintain a MVC architecture to ensure code cleanliness and ability to scale in the future.

Implemented Realm as the database instead of SQLite as it was able to perform CRUD operations faster.

Ensure application is properly integrated with Android API's and its design guidelines.

### ***Circular View Android (2016) :***

Created a Open Source Android library that I host on Gradle and Maven that I personally used on my Budget and Balance app. Learned

### ***Balance (2016) :***

Created a native Android app with a friend that allows user the ability to maintain a healthy lifestyle by performing exercises in balance. Used Realm as the database.

### ***Pokemon (2016) :***

Created a simple and fun website that display images using IMGUR's API while reading data from local json. Used Github's gh-pages to host the website. <http://pokemon.zhan.io/>

### ***Petrinary (2014) :***

Worked with friends to design and construct a CMS that allows veterinarians to keep track of a pet's vaccination schedule, and allowed pet owners to be notified via email when the next vaccination is due.

### ***Rehabilitation Assistance Tool (2013) :***

Worked with a team to design an interactive floor system using Microsoft's Kinect and a projector. It served to help patients regain movements in their injured legs. This project was in collaboration with the Glenrose Rehabilitation Hospital in Edmonton.