Zichuan Wang

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EDUCATION

University of Southern California, Los Angeles, CA   August 2013 - May 2015
Master of Science in Computer Science, GPA 3.85

- *Graduate Coursework*: Natural Language Processing; Information Retrieval (IR) and Web Search Engines; Foundation of Artificial Intelligence; Information Integration on the Web; Analysis of Algorithms; Web Technologies

Tongji University, Shanghai, China   September 2009 - June 2013
Bachelor of Engineering in Software Engineering

EMPLOYMENT

Idealab/GlanceAt, Pasadena, CA, Development Team Leader   May 2014 - January 2015

Led a team of 3 developers to build a mobile-based email application, which supports customizable smart notifications and important information extraction. Ruby on Rails, MySQL, Objective-C. 25,000 lines of code. Offered shares by this start-up company.

- Refined backend email syncing logic three times, leading to a 50% reduction in memory comsumption and a vast growth in server stability
- Optimized SQL queries and data schema, achieving a 40% reduction in overall database response time
- Eliminated UI blocking in iOS client by leveraging Core Data multithreading features

Tencent, Inc., Shanghai, China, Mobile Developer, Intern   August 2012 - March 2013

First worked at Flatform Support Team under Interative Entertainment Group, developing Tencent Game Center iOS SDK. Then joined the newly established TiMi Studio, developing mobile games for WeChat platform. Objective-C, C++. 15,000 lines of code.

PROJECTS

VCard (Available on App Store, New Version under Construction)   March 2012 - Now
Well designed Sina microblog reader for iPad. Attracted 2 million users. Used frameworks including SugarRecord, AFNetworking, Alamofire, TTTAttributedLabel. Swift, Objective-C. 20,000 lines of code.

- Implemented and optimized photo processing module (shooting, filtering, cropping) using *Instruments*, achieving good performance on the first generation of iPad

WeTongji, Team Leader (Available on App Store)   April 2012 - June 2013
Mobile-based campus information system sponsored by Tongji University. Led a team of 5 people. Three versions of iterations. Attracted 5,000 students to use. Objective-C, Ruby on Rails. 30,000 lines of code.

Tan Chess (Available on App Store)   October 2010 - October 2011
A strategy game powered by Cocos2D, Box2D and AndEngine. Supports both iOS and Android. Users can play with each other using Bluetooth and OpenFeint. Android version also implemented AI. Objective-C, JAVA. 10,000 lines of code.

TECHNICAL SKILLS

Programming Languages: Objective-C, Swift, C/C++, Ruby, Python, SQL, SPARQL, RDF, JavaScript, HTML5/CSS3
Operating Systems: iOS, OS X, CentOS, Windows
Frameworks: Cocoa Touch, Core Data, Ruby on Rails, MySQL, Cocos2D-iPhone, jQuery, Hadoop, Solr
Develop Tools: Xcode, Sublime, Git, Unity, Eclipse, Visual Studio
Design Skills: Adobe Illustrator, Adobe Photoshop

ACADEMIC HONORS

Android Application Development College Challenge, 2nd Prize in China, Google Inc.   November 2011
WWDC 2011 Student Scholarship, Apple Inc.   June 2011