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HongHao Zhang

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SUMMARY

Experienced and extremely passionate in iOS development, has been coding in Swift since it's released and used it for recent projects including server-side projects.
Have more than 8 years' experience of programming and 4 years' experience of software engineering.
Constantly striving to learn new technologies and hacking in daily life.

SKILLS & EXPERTISE

Programming Language:
- Proficient: Swift, Objective-C
- Experienced: C/C++, Python, HTML, CSS
- Familiar: JavaScript, Ruby, Java, SQL, Scheme, Bash

Software Engineering: RESTful API, Git, Jira, TDD/BDD, Node.js, MongoDB, DigitalOcean, AWS, Heroku
Fluent in Chinese, basic knowledge of Japanese

WORK EXPERIENCES

theScore Inc., Toronto - iOS Engineer   Jun 2015 - Present
- Responsible for the maintenance of theSocre | esports iOS app, mainly programming in Swift
- Searching, View controller transition Animator, SwipeTableViewCell, Drop-Down menu, LineChart

Lovever, Waterloo - Technical Co-Founder   Nov 2015 – Oct 2016
- Startup at Waterloo, aim to help couples communicate and engage with each other better
- UI/UX design, iOS application development and backend services (MEAN stack) implementation

DogSync, Montréal - iOS Developer (Contract)   Jan - May 2015
- Acted as lead developer for front-end implementation, collaborated directly with the designer
- Responsible for implementation of all views and view controllers, used Adaptive Layout (constraint-based)

Wattpad Inc., Toronto - iOS Developer (Intern)   Aug - Dec 2014
- Responsible for design update for iOS8 and native resolution support for iPhone 6 and iPhone 6 Plus
- Created constraint-based views, such as accessory keyboard for editor, used Auto Layout and Core Graphics

PROJECTS

Open Source Libraries (iOS, Swift, GitHub)   Jan 2014 - Present
- Ji (戟) - an XML/HTML parser for Swift. 643 stars on Github.com
- Loggerithm - a lightweight Swift logger with elegant colorful logging messages. 257 stars on Github.com
- AutoKeyboardScrollView - Handy UIScrollView subclass to handle keyboard avoidance
- Swift Google Maps API - Swift wrapper on Google Maps Web Services APIs, provide native data models
- ChouTi (抽屉) - Personal iOS toolkit, includes reusable UI components, common data structures and extensions

2048X - 2048 with AI solver ⎘ (iOS, Swift) *Team Lead*   Feb - Apr 2015
- Fully functional game with Retro design, written purely in Swift
- Solve 2048 game with 4 different AI (Artificial Intelligence) algorithms
- Submitted in App Store, 85 paid installations in the first month

UW Info Session App ⬀ (iOS, Objective-C, Python, GAE, Parse) *Individual*   Feb - May 2014

- Mobile app for querying info sessions held in University of Waterloo, set reminders and search by programs
- Implemented backend service and designed beautiful UWaterloo style UI independently
- Submitted in App Store, 11 released versions, more than 3.6k installations and nearly 891 API requests per day

Freelance Projects (iOS, Swift)

- Sexify ⬀   Jun - Oct 2016
  - Helped Archivum Inc. to create its iOS application. Created animated spritesheet view using SpriteKit
  - Used BDD with the help of Quick/Nimble framework. Used fastlane tools to automate the deployment
- 4AM ⬀   Dec 2015 - Mar 2016
  - Helped Rich DX Studio to create an iOS app to manage late night drinks and food events
  - Made a network layer to store data in Firebase. Integrated Google Maps services to create location based events

Individual iOS Apps (iOS, Swift, Objective-C)   Jun 2014 - Jan 2015

- Date Formatter ⬀ - developer tool for verifying ISO 8601 date format with references. Submitted in App Store
- Tap Tap Heart Rate ⬀ - mobile application for measuring heart rate, focus on UI design. 3.55k installations

UWaterloo Course Notifier ⬀ (Python, HTML5, CSS3, GAE) *Individual*   Dec 2013 - Jan 2014

- Web app for querying updated course schedules and setting email alerts for course openings
- Developed database system and designed easy-to-use webpages with clear and consistent UI
- Helped nearly 45 students successfully enroll in their desired courses each term

IEEE Standard MicroMouse Maze Competition (C) *Team Leader*   May - Jun 2011

- Created the maze search system and implemented 'Shielding Dead End' algorithm
- Won 1st place in the competition with perfect algorithm and excellent hardware regulation

EDUCATION

University of Waterloo   **Waterloo, Canada**

- Master of Engineering, Major in Electrical and Computer Engineering   Sep 2013 - Jun 2015
- Concentration in Software Engineering   Cumulative GPA: 88.75/100

Southeast University   **Nanjing, China**

- Bachelor of Engineering Degree, Major in Electrical Engineering & Its Automation   Sep 2008 - Jun 2012
                                                                                         Cumulative GPA: 84.0/100

PROFESSIONAL DEVELOPMENT

Udacity (Online Course)

- Ruby Programming   June - July 2016
- Intro to Algorithms (certificated)   Nov - Dec 2014
- Web Development (certificated)   Nov - Dec 2013
- Introduction to Computer Science (Python) (certificated)   Jul - Nov 2013
- Introduction to Programming (Java) (certificated)   Oct 2013 - Jan 2014

Coursera (Online Course)

- Algorithms: Design and Analysis, Part 1 (certificated)   Jun - Jul 2014
- Computer Networks (University of Washington) (certificated)   Jan - Apr 2014