

ANTHONY ZHANG

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↓ WORK EXPERIENCE ↓

Software Engineering Intern Yelp, Inc. 2016

- Improved international review functionality, visible on all Yelp businesses and restaurant categorizations.
- Updated content rendering features based on user and business behavioural data over time.
- Modernized backend components for localization, image rendering, and machine translation for service platform.

Data Engineering Intern Mozilla, Inc. 2016

- Developed Apache Spark [cluster provisioning/management service](#) for authoring data analyses in the browser.
- Extended performance reporting functionality in Firefox and multiple stability-related developer tools.
- Wrote aggregation services to create derived datasets, used for [Electrolysis](#) and stability project metrics.

Performance Engineering Intern Mozilla, Inc. 2015

- Redesigned and implemented [Telemetry web frontend](#) ([talk](#) and [blog post](#) available online).
- Authored and published the Mozilla Telemetry Javascript libraries.
- Created performance analyses for Telemetry datasets with Python and Apache Spark.

Platform Developer TextNow, Inc. 2014

- Wrote Windows version of flagship product using WPF/C# – from the ground up – in two months.
- Added voice calling and messaging functionality to [TextNow](#) on Windows Phone.
- Improved text messaging features and implemented in-app store for premium functionality.

Research Assistant Ryerson University 2013

- Created biosensor simulations for shape optimization (results [presented](#) at COMSOL Boston 2013 conference).
- Wrote software for processing and visualizing high-dimensional data with COMSOL/MATLAB.

↓ PROJECTS ↓

Speech Recognition git.io/vZaHh

- Authored and lead development of Python library (150k+ installs), used in multiple embedded and IoT products.
- Managed 38 releases with comprehensive forward/backward compatibility, documentation, testing, and portability.

MotionTracking git.io/JZwtLg

- Authored Blender3D add-on for 3D point reconstruction from 2D viewpoints (used for VFX in private production).
- Developed raycasting and combinatorial optimization algorithm for optimal point localization.

↓ SKILLS ↓

languages	Python, JavaScript, Lua, C++, C#, Java, Scala, SQL, LaTeX, MATLAB
technologies	Flask, Django, Pyramid, Spark, Hive, Presto, PostgreSQL, Tensorflow
tools/infra	Docker, Ansible, Vagrant, Git, Mercurial, AWS

↓ EDUCATION ↓

University of Waterloo class of 2018 (expected)

- Bachelor of Computer Science candidate (University of Waterloo), digital hardware option.

