# Yann Zaoui

## Bachelor of Computer Science, University of Waterloo

## Work

Android Developer — Company Confidential Remote, Canada. Dec 2020 - Present

- Led team & codebase at adding Kotlin coroutines for asynchronous & reactive flows, best practices incl. structured concurrency
- Introduced Jetpack Compose with new screens & components, coaching teammates using personal experience & research
- Created automation for releases & code verification using GitHub Actions, greatly improving code velocity
- Implemented robust search module to unify all search operations

#### Android Developer — D2L

Kitchener, Canada. Jan-Apr 2018

- Reimplemented core app architecture using Clean Architecture principles (The Dependency Rule, ideal data flow)
- Utilized Android Architectural Components (Data Binding, ViewModel, LiveData) to reimplement app flow
- Achieved full test coverage (unit, integration) of new architecture with concise tests following Clean Architecture, removing prior dependencies such as a mocking
- Created dynamic feedback & rating flow, led to increased user engagement & Google Play Store rating

#### Android Developer — D2L

Kitchener, Canada. May-Aug 2017

- Rewrote entire camera functionality using Android's Camera2 API
- Constructed view components with robust states & transitions

#### Full Stack Web Developer — gatewayiQ

Cambridge, Canada. Jan-Apr 2016

- Architected new iteration of company website using Laravel (PHP)
- Improved live site by applying database normalization in PostgreSQL
- Implemented new database access layer in Neo4j (graph database)

Full Stack Web Developer — Audiobooks.com Burlington, Canada. May-Aug 2015

### **Contact**

- contact@yannzaoui.com
- yannzaoui.com
- github.com/yzaoui

## Skills

- Experience writing Kotlin, JavaScript/TypeScript, C/C++, Java, HTML, SASS/CSS, SQL, React, PHP
- Develop on Windows, Linux, macOS, comfortable with command line, text editors, and JetBrains family of IDEs
- Use Git for version control
- CI/CD experience using GitHub Actions, Bitrise, CircleCI, Travis CI, Heroku
- Fluent in English & French, intermediate Japanese & Arabic

## **Education**

- Bachelor of Computer Science, 2014-2019
- President's Scholarship of Distinction, 2014

## **Projects**

- PBBG: Online social game using Ktor web framework, React, and Web Components. Kotlin, TypeScript+HTML+CSS
- RemindMe: Android app to set personal reminders with notifications. Kotlin
- ConnectFour: Custom game engine built over SDL2 to practice architecture & resource management. C++
- HistoPaint: Paint program with animation replay feature, scrubbing through drawing timeline. Java
- More @ yannzaoui.com/portfolio