

Hsu Han Ooi

Software Design Engineer, Zillow.com

Specialties

ASP.NET, Bash, CSS, Data Structures, HTML, Java, Linux, Perl, PHP, Ruby, Scheme, Smalltalk, SQL, Concepts and Tools for Software Development, Formal Models in Computer Science, Introduction to Digital Design, Machine Organization and Assembly Languages, Software Engineering, Csh/Tcsh, Web Frameworks and Tools, Tapestry, Spring, Yahoo UI library (YUI), Jetty, Jboss, Perforce, Maven, Ant, test

Experience

Software Design Engineer, Zillow.com, Seattle, WA

07/07 - Present

One of two developers responsible for developing the Broker Feeds program which has uploaded more than 2,000,000 for sale listings to date

In charge of everything on the home details page which includes the claiming and posting pipeline

Helped design and implement a new email architecture to deal with scalability and redundancy concerns while migrating to a new email vendor and implementing event and scheduled email sends

Owned and maintained the Zillow Web API which powers big real estate sites such as Yahoo!

Assisted build and deployment teams to troubleshoot site-related issues in production

Software Design Engineer Intern, Zillow.com, Seattle, WA

02/06 - 06/06

Implemented EmailAFriend component which sends 20k emails a day

Created the property navigation slider that allows users to seamlessly traverse multiple home details pages in their search results without re-issuing their going back to re-issue their search query

Software Engineering Intern, Xilinx Inc, San Jose, CA

06/05 - 02/06

Developing a customer notice database utilizing Perl to send out customized customer notices

Gathered cross-group requirements to develop internal websites for company use

SharePoint site administrator and developer for the Quality department doing troubleshooting, permissions, and development of SharePoint sites

Starbucks Barista, Portland International Airport, Portland, OR
06/04 - 09/04

Education

University of Washington, Seattle, WA
2003 - 2005

<http://gamerjobs.eggspout.com/profile/2>

