

# Canzhi Ye

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## Experience

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### Nextdoor, Software Engineer

August 2018 - Present

- Full stack, from iOS to frontend (React) to backend (Django) and data (Presto, Hive, Qubole, Airflow etc).

### Basis Set Ventures (Early Stage VC Firm), Data Science Consultant

June 2018 - August 2018

- Build proprietary data pipelines (from scratch) to assist in company sourcing and research.
- Create army of scrapers to automatically gather all information on relevant companies and people.
- Develop algorithms to find signals in proprietary market data.

### Brooklyn Nets, Data Scientist / Basketball Analytics Associate

May 2017 - April 2018

- Worked on (secret) data science projects to help the Nets make better decisions in player acquisition and utilization.
- Tools used: Jupyter notebook, pandas, scikit-learn, TensorFlow, edwardlib, python, R, SQL, d3.js, ReactJS.
- Techniques used: GLMMs, t-SNE, XGBoost, ridge regression, spectral clustering, among others.

### Photon ([tryphoton.com](http://tryphoton.com)), Co-Founder / CTO

July 2016 - Present

- Built software for the solar industry, specifically an iOS app to help installers optimize panel location on a roof.
- Developed image processing algorithm (python, OpenCV) to measure shade loss on solar panels.
- Raised money from an accelerator. Acquired paying customers & closed deal with largest US solar distributor. ([The Story](#))

### Nextdoor, Software Engineering Intern

May 2016 - August 2016

- Worked on businesses pages, backend (Django/Postgres) & frontend (Backbone.js). Added 3D touch features to iOS app.
- Used Elasticsearch to make disparate databases of businesses easily searchable.
- Designed and implemented a suite of internal tools to help monitor the beta launch of business experience on Nextdoor.

### Rise (Later acquired by One Medical), iOS Engineering Intern

May 2015 - August 2015

- Worked on core features of iOS app, which provides affordable 1:1 nutrition coaching. Wrote all Swift and lead the migration effort to Swift 2. Refactored hacky infrastructure into more standard iOS practices.
- Worked on an AI like/comment-bot to grow Instagram followers 2x.

### One/AfterSchool ([afterschoolapp.com](http://afterschoolapp.com)), iOS Engineering Intern

July 2014 - December 2014

- Built from the ground up One's new iOS app, After School, an anonymous messaging board for high schoolers.
- Implemented geofencing, designed news feed objects, and worked on custom iOS animations. Nearly 1M signups in first couple months.

## Education

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### University of California, Berkeley

August 2014 - May 2018

- B.S. Electrical Engineering and Computer Science

## Selected Projects

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### 3ball ([www.3ball.io](http://www.3ball.io))

December 2016 - Present

- Instant search to find the video clip for any NBA play.
- Built with React.js/Redux, data in Postgres on AWS
- Reverse engineered NBA's (private) API, built data pipeline using cron and Luigi
- 2.9k followers on [Twitter](#). Over 2M impressions on videos embedded websites including Bleacher Report.

### Hermes ([canzhiye.com/hermes](http://canzhiye.com/hermes)), Greylock Hackfest 2015, Winner of \$10,000 grand prize

- Custom iOS keyboard using Apple's new API that improves conversation productivity by surfacing relevant content in the autocorrect bar in any app on your iPhone.

## Leadership

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### Director, Cal Hacks

- I was the executive director for Cal Hacks 2.0 (Oct 9-11, 2015), which was attended by over 2000 hackers from over 100 schools across the country. Lead a team of 30 students on detailed execution of all aspects of the event. We raised \$300K from over 20 sponsors. ([calhacks.io](http://calhacks.io))

## Awards

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KPCB Engineering Fellow 2016.

WWDC Scholarship Recipient 2015.

Cal Alumni Association Leadership Award 2014, 2015.