

# Zheng Qian

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**PORTFOLIO:** [zhengqian.us](http://zhengqian.us)

**GITHUB:** [github.com/qz0222](https://github.com/qz0222)

**LINKEDIN:** [linkedin.com/in/zheng-qian/](https://linkedin.com/in/zheng-qian/)

## SKILLS

**Front-end:** Rails, React.js (react-router, react-redux), JavaScript (ES5, ES6, webpack, EaselJS), Git, Flux, AJAX/JSON, HTML5 (Canvas, SVG), CSS3 (Sass), jQuery

**Programming:** Ruby, SQL, Linux

**Design:** Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Digital Modeling and Rendering

## PROJECTS

**CloudBnC** - *Rails, React.js, Flux, PostgreSQL, JavaScript, jQuery, CSS*

[Live](#) | [GitHub](#)

Full-stack Airbnb-clone single page application for hospitality and travel accommodations.

- Ensured secure front-end and back-end user authentication using BCrypt gem(Ruby).
- Eager loaded data from database by using #include function to avoid N+1 queries.
- Reduced repetitively fetching data from server by caching non-critical ones on the front-end.
- Created responsive airbnb-style google map for property listing using Ajax, PostgreSQL, Google Places API and React-dates, enabling users to input multiple filters like geoposition, date range, party size and price.
- Optimized page load performance by automatically adjusting uploaded images resolution stored on Cloudinary via Paperclip gem(Ruby), which enhanced user experience to quickly access data with high scalability.
- Improved user experience with a responsive web design for both browser and mobile devices by utilizing CSS Flexbox and Media Queries.

**DogeJump** - *JavaScript, HTML5, Canvas, CSS*

[Live](#) | [GitHub](#)

Browser game application inspired by Doodle Jump.

- Created physics engine with axis-aligned bounding box collision detection and gravity for character control using JavaScript, HTML5.
- Optimized animation rendering performance by using HTML5 Canvas with requestAnimationFrame function.

**DOMini** - *JavaScript*

[Live](#) | [GitHub](#)

Lightweight library for querying/modifying the DOM.

- Simplified DOM traversal, manipulation and event handling using Vanilla JavaScript
- Accomplished AJAX functionality through the XMLHttpRequest API to initialize a request and register a callback to its onload.

## EDUCATION

**App Academy**

Intensive computer programming school with a < 5% acceptance rate.

**New York, NY**

Feb. 2017 - June 2017

**Washington University in St. Louis, Sam Fox School of Design & Visual Arts**

Master of Architectural and Building Sciences/Technology

M. Arch 2 Program (Highly Distinguished Program 12/248)

**St. Louis, MO**

Sept. 2013 - May 2015

**Southeast University, School of Architecture**

Bachelor of Architecture

**Nanjing, China**

Sept. 2008 - June 2013

## PROFESSIONAL EXPERIENCE

**Rafael Viñoly Architects**

*Designer*

**New York, NY**

July 2015 - Feb. 2017

- Successfully designed and coordinated projects from concept through completion.
- Worked closely with clients to create vision, conceive designs, provide proposal layout and design for million-dollar corporate contracts under extremely tight deadlines.
- Developed aesthetic composition and logistical analysis for models drawings and sketches.
- Created and conducted highly persuasive presentations to clients using Adobe Creative Suites.

**Hua Xia Bank**

*User Interface Developer Intern*

**Nanjing, China**

June 2014 - Aug. 2014

- Refined design of online messaging and online notification system of Employee Centric Self Service Portal (Office Automation System) to improve user experience and efficiency using Adobe Illustrator and JavaScript.
- Developed submodule of online/offline bank business introduction of Client Centric Self Service Portal using HTML and JavaScript.