Andy Zhou

2017 University Graduate

Nanshan District, Shenzhen, Guangdong
Phone: 15620147860
E-mail: Naruto199507@gmail.com

INTRODUCTION	I am a self-taught programmer learning in full English and familiar with Web Front-end Development(HTML, CSS, JavaScript, jQuery, ES6, NPM, AMD, RequireJS, webpack, gulp, Jasmine and git). Besides I am consistently maintaining a tach blog and a static personal website.

PROJECT

2016.4.27 - 2016.5.13 **A Simple Arcade Game Engine(and a game)**
- A simple JavaScript game engine and a game made out of it which is put on Company's 404 page and used to kill time for users who accidentally get to the page.
- Use HTML5 Canvas for Graphics drawing.
- Encapsulate browser Input Events for input handling.
- 2D collision detection using SAT(Separating Axis Theorem) and hand-crafted implementation.
- Other sub-systems of the engine are implemented in pure JavaScript.
- Use Git for version control and Github for hosting.

2016.8.12 - Present **Random Canvas Background Generator**
- A JavaScript plugin used to generate random background for HTML canvas. It's intended to be convenient to use to generate decent-looking background. It's designed to support multiple different modes and 'Polygonal' mode is currently supported. Other modes are still under development.

2016.5.26 - Present **ESL Suite Front-end Framework(CSS & JavaScript)**
- Encapsulate common styling, animation and responsive elements adjustment, a multi-key query container, pop-out window, slide-show, etc. used on ESL Suite website to a CSS & JavaScript framework. Simply putting required CSS classes in HTML elements or setting attributes to use it.

2016.4.19 - Present **Github Personal Website(Andyrightnow.github.io)**
- A static website hosted on Github and used to introduce personal information and demonstrate personal projects.
- Its background uses **Random Canvas Background Generator**.
- It uses RequireJS for module loading and management..
- I also implemented some widgets and visual effects including **SCSC(Static Container Scrollable Content)** and **Canvas Resizer with Callbacks(it makes canvas responsive with callbacks to refresh it)**.

EMPLOYMENT

2015.10 - 2016.7 **ESL Suite Front-end developer**

- Responsible for designing, implementing and maintaining the company website using Photoshop, HTML, CSS, Javascript, jQuery and Bootstrap, as well as a CSS & Javascript framework made by myself (www.eslsuite.com).

CERTIFICATION

2013.12 - **CET-4 Score: 660**
2014.12 - **CET-6 Score: 614**

EDUCATION

Tianjin University of Finance & Economics Marketing *2013.9 - 2017.5*