

JIAMIN(JAY) ZOU

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New York, NY

[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

SKILLS

JavaScript, React, Redux, Ruby, Ruby on Rails, Node.js, Express.js, C++, Mongoose, MongoDB, PostgreSQL, SQLite3, SQL, HTML, CSS, Amazon S3, Webpack, Github, Git

PROJECTS

My App Academy Heroes (React/Redux, JavaScript, MongoDB, Express.js, Node.js, Amazon S3)

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

Coding quiz game which incorporates gachapon mechanic for obtaining ability cards.

- Utilized React local state and Redux to optimize gameflow, creating a turn-based game with seamless information updates, interactions, and gameplay mechanics like quizzes, enemy battles, and ability card utilization.
- Developed game quiz mechanics, fetching data from a third-party API (QuizAPI), and seamlessly integrating it into frontend quiz components for interactive gameplay.
- Proactively guided teammates through intricate Git challenges, adeptly troubleshooted bugs, and fostered a collaborative learning environment to achieve project milestones with enhanced efficiency and strong problem-solving skills.
- Employed Mongoose to facilitate seamless MongoDB interaction, resulting in enhanced data management, storage efficiency, and simplified access through well-structured schema design.

NextBnB (React/Redux, Ruby on Rails, PostgreSQL, Google Maps, Amazon S3)

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

An accommodation booking website inspired by Airbnb where users can sign up and reserve a place of stay for their next trip.

- Leveraged React/Redux to seamlessly gather frontend data and interface with the Rails backend, enabling CRUD actions for user authentication, reservations, and reviews.
- Integrated Google Maps API into React to create an interactive map allowing users to access listing details directly from location overlays.
- Established a linkage between Rails Active Storage and Amazon S3, enabling efficient storage and retrieval of listing images for frontend presentation.
- Designed a dynamic reservation system that updates and reflects availability and blackout dates, ensuring seamless guest experiences while preventing reservation conflicts.

Web Buster (Javascript, DOM Manipulation, Canvas, Webpack HTML, CSS/SCSS)

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

A 2D side-scroll platform shooter game built using vanilla JS and canvas.

- Employed HTML Canvas to bring visuals to life, crafting captivating backgrounds, characters, and adversaries, while adding smooth sprite animations via requestAnimationFrame for an engaging and fluid gameplay experience.
- Incorporated features like collision detection, invincibility frames, and gravity to elevate the overall gameplay experience.
- Engineered a dynamic game flow with adjustable difficulty levels, a sophisticated scoring system, and seamless endless enemy spawning to ensure immersive and entertaining gameplay.
- Implemented dynamic player health management by utilizing DOM manipulation within the game loop, updating an HTML based health bar in real time to provide players with immediate and visual health status updates.

EXPERIENCE

Logistic Analyst

Accelerated Global Solutions

Jan 2022 - Aug 2022

- Established new standard operating procedure based on historical data, reduced and stabilized turnaround KPI by 50%.
- Extracted and analyzed operational data to construct monthly reports pinpointing key drivers and proposing strategies to enhance performance.
- Collaborated on successful new station launches and adeptly managed relationships with 20+ vendors to optimize operations and enhance business outcomes.

EDUCATION

Full Stack Development - App Academy

Jun 2023

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

B.S. Applied Mathematics - New York City College of Technology (CUNY)

Aug 2022