

# JIAMIN 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 fostering 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