Contact

floraryz@gmail.com

www.linkedin.com/in/4523yandy
(LinkedIn)

Top Skills

Python, Django, SQL
JavaScript, Node.js, React
HTML, CSS, MERN Stack

Yan Zhu

Software Developer|HTML|CSS|Python|Django|SQL|JavaScript|
Node|Redux|Router|React|MERN stack|Open to work
San Francisco Bay Area

Summary

I have 7 years of experience in video game design and 2
years of customer service. I have proficiency in HTML, CSS,
JavaScript, Node.js, React, SQL, Django, and Python. I create
innovative and efficient web solutions that deliver exceptional User
Experiences. I am a Resilient and Adaptable Team Player Who
Seeks Growth and Embraces Lifelong Learning. I am motivate on
a new career and advance my. Skills. I have a solution-Oriented
Mindset, ENTHUSIASM, and Kindness that Help Me Build Strong
relationships with colleagues, supervisors, and clients. I am
dependable, earnest, and joyful, and I always strive to deliver high-
quality work and exceed expectations.

Experience

CVS Health Inc
Shift Supervisor
August 2021 - December 2022 (1 year 5 months)
Oakland, California, United States

- Provided customer service at register, photo department, and on the floor
- Excelled in promoting carepass program to customers
- Assisted with stocking, unloading and tag changes

FB Organics
Health Food Store Associate
August 2019 - July 2021 (2 years)
Cortez, Colorado, United States

Assisted customers in finding supplements, vitamins, organic foods, and other
health products based on needs and interests and acted as cashier.
Organized and managed inventory and orders, arranged and stocked
products.

Montezuma County, CO Schools
Volunteer

October 2018 - October 2019 (1 year 1 month)
Montezuma County, Colorado, United States

- Volunteer with Montezuma County, CO Schools
- Tutored Chinese students in academic work and English language development

Shanghai Mngo Technology Co.
Video Game Designer
April 2015 - July 2017 (2 years 4 months)
Shanghai, China

- Develop the initial concept and vision for a game. Define the game's genre, theme, and target audience. I am also create storylines, characters, and worlds that will engage players.

- Design rules, controls, interactions, and player progression
systems to ensure an engaging and enjoyable experience.
- Work closely with artists, programmers, sound designers, and producers, to ensure the game's design aligns with the overall vision.

Huo Zhi Yan Internet
Video Game Designer
January 2013 - April 2015 (2 years 4 months)
Shanghai, China

- Wrote storylines for video games and cooperated with other members of thecreative team
- Sought and analyzed customer feedback
- Create detailed design documents and communicate ideas effectively to the development team.

Shanghai Ku Ba Information Technology Co.
Video Game Designer
July 2011 - January 2013 (1 year 7 months)

- Designed the storylines and dialogue for video games.
- Create Excel spreadsheet with character name, dialogue text, timestamp, and relevant information columns, save it as the file as programer required for easy import and parsing by the program.
- Test and collect feedback from players, Communicated and collaborated with programmers and artists.

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Education

Xi'an International Studies University
Bachelor's degree, Creative Writing · (September 2007 - July 2011)

Kickstart Coding
Web Developer in Training · (December 2022)

Laney College
Associate's degree, Computer Science in Java · (August 2022)