

Yan Zhu

Address: San Francisco, CA | [Linkedin](#) | [Github](#)

SUMMARY

Frontend Software Developer specializing in the design, development and deployment of responsive web applications with JavaScript, TypeScript and the MERN stack (MongoDB, Express.js, React, Node.js). With seven years of experience designing narratives for games such as "Pocket Knights 2", I blend art with algorithms to craft experiences that resonate.

PROJECTS

[villaspain.nl](#)

10/ 2023 - 12/2023

- Hotel booking (villa Spain.nl) - Designed an user-friendly website designed to provide customers with all the essential information about this hotel and streamline the booking experience.
- Used figma to draw the layouts for the website and communicated with the customer to make sure that is how the website looks she wants.
- Utilized HTML5, CSS3, and React with JavaScript to create responsive design elements, thereby improving the overall user experience on diverse devices. Employed Airbnb for server-side functionalities, enabling hosts to effortlessly manage available/unavailable dates, handle guest information, freely adjust prices and fees for different seasons, and send confirmation emails.
- Implemented a language-changing functionality on the website to accommodate guests who speak different languages.
- Conducted rigorous testing procedures to ensure the website's functionality and performance, guaranteeing a smooth experience for both guests and hosts.

[Illuminati Lamps](#)

Sep, 2023 - Present

- Designed and developed a rehearsal e-commerce website.
- Leveraged Figma for UI/UX design and implemented it using a tech stack that includes JavaScript, React, CSS, HTML, Node.js, and the Context API. Integrated REST APIs for enhanced functionality.

[GitHub Dashboard Project](#)

Aug, 2023 - Sep, 2023

- Developed a GitHub Dashboard using Python and Django, featuring a Pygal-based dashboard style format.
- Utilized the GitHub API and the requests library to fetch data and display it in a user-friendly manner.
- Key Skills: Back-End Web Development, Django, Pygal, REST APIs, Python

[Currency Converter](#)

Jul, 2023 - Aug, 2023

- Developed a currency converter using the React library, CSS, and HTML.

TECHNICAL SKILLS

- **Programming Language:** Javascript, Typescript, Python, Java, SQL, Node.js, Bash
- **Frontend Technologies:** React.js, Redux, Next.js, Figma, Material UI, Bootstrap, Responsive Web Design, Unit Testing (Jest or Enzyme), Webpack, Babel, CSS, CSS3, HTML5, HTML, JSON
- **Backend Technologies:** Node.js, Express.js, JSON Web Tokens (JWT) RESTful APIs, Django
- **Database & ORM:** MySQL, PostgreSQL, MongoDB, Mongoose
- **Cloud Technologies & Devops Tools:** Google Cloud Platform, Heroku, Prompt Engineering, Git, GitHub, VSCode, Postman, Unit Testing, Integration test, Functional test, end to end testing, Airtable, Figma.

GAME INDUSTRY EXPERIENCE

Self Employment.

San Francisco

Full stack web developer

10/2023 - Present

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- [villaspain](#).

Shanghai Mango Technology Co.

Video game designer & lead writer

Shanghai

Apr, 2015 - Jul, 2017

- Designed the game "Pocket Knight 2" world-building and overall narrative, including genre, theme, the storyline, plot, character development..
- Coordinated with multiple teams to seamlessly integrate the narrative with gameplay, visuals, and audio, ensuring the game met its release date.
- Maintained consistency in the game's narrative, ensuring that the story aligns with the gameplay and other aspects of the game.
- As of 2023, *Pocket Knights 2* has been downloaded over 11 million times on the Google Play store.

Flames Of War Interactive Games

Video Game Lead Writer

Shanghai

Jan, 2013 - Apr,2015

- Designed the world setting for "Tripartite Annihilation," crafting its history, culture, geography, and lore to enhance the immersive gaming experience.
- Established the narrative style and tone to create a consistent storytelling atmosphere.
- Created and developed well-rounded characters, shaping their backgrounds, motivations, and personalities to enrich the overall narrative.
- Optimized the game's storyline and dialogue based on user feedback to enhance the player experience.

Majestic Electronics - Division of Wing Tech

Video Game Lead Writer

Jul, 2011 - Jan, 2013

Shanghai, China

- Assisted the lead writer in writing 50% of dialogues and scripts for the game 七国争霸, enhancing engagement, character fit, and storyline progression.
- Collaborated with voice actors to align character voices and performances with the intended tone and characterization.
- Helped the test team playtest the game to gather feedback on the narrative and make necessary adjustments and improvements.

EDUCATION

Xi'an International Studies University

Bachelor's degree in creative writing

High honors, GPA 3.8

Sep, 2007 - Jul, 2011

Xi'an, China

Kickstart Coding

Kickstart coding Web Developer Certification

Oakland, CA

Dec, 2022 - Sep, 2023

Laney College (Oakland, CA Aug, 2022 - Present)

Computer science-Java