Yan Zhu

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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

Illuminati Lamps 09/ 2023 - Present

- Designed and implemented a rehearsal e-commerce website.
- Leveraged Figma for UI/UX design and implemented it using a tech stack that includes Java Script, React, CSS, HTML, Node.js, and theContextAPI. Integrated REST API for enhanced functionality.
- https://lucky-yandy.github.io/lamp-store/

GitHub Dashboard Project

08/2023 - 09/2023

- 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 (Programming Language)
- https://github.com/Lucky-Yandy/django-dashboard/

Yan's Currency conversion

07/2023 -08/2023

- Built a currency converter using React, CSS, and HTML.
- Check out: http://currency.yanzhu.tech/

TECHNICAL SKILLS

- Programming Language: Javascript, Typescript, Python, Java, SQL, Node.is, Bash
- Frontend Technologies: React.js, Redux, Next.js, Figma, Material UI, Bootstrap, JQuery, 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

GAME INDUSTRY EXPERIENCE

Shanghai Mango Technology Co.

Shanghai

Video game designer & lead writer

04/2015 - 07/2017

- Led the creative process in conceptualizing and crafting the world-building aspects and overall narrative for Pocket Knight 2, meticulously planning the genre, theme, storyline, plot, and character development to create a captivating and immersive gameplay experience that received critical acclaim and drove a 30% increase in downloads.
- Coordinated and communicated 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

Shanghai

Video Game Lead Writer

01/2013 - 04/2011

- Created 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.
- 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. resulting in a 95% player satisfaction rate and a 20% increase in in-game engagement.

Majestic Electronics - Division of Wing Tech

Video Game Lead Writer

Shanghai 07/2011 - 01/2013

- 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

Kickstart CodingKickstart coding Web Developer Certification

Laney College Computer science-Java Xi'an, China 09/2007 - 07/2011

Oakland, CA 12/2022 - 09/2023

Oakland, CA 08/2022 - Present