Hongfei Zhu

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SUMMARY

Dynamic professional with extensive experience in programming, game design, web development, and production engineering. Proficient in a wide range of programming languages and software tools, with a demonstrated ability to quickly adapt to new technologies and environments. Highly motivated and passionate about developing innovative solutions and creating impactful user experiences. Committed to continuous learning and driving excellence in every project.

SKILLS & QUALIFICATIONS

C#, C++, HTML5, CSS3, JavaScript, WordPress, SharePoint, TypeScript, Python, AngularJS, React.js, **Git, OpenGL**
Bootstrap, VS 2019+, VS Code, Firebase, MS Office, Unity, Adobe Photoshop & Illustrator, Maya, Blender, AutoCAD, Project Management, Risk Assessment, Process Improvement, Strategic Planning

PROFESSIONAL EXPERIENCE

Frontend Web Developer | International STEM Academy | Atlanta, GA | May 2022 – September 2023
- Designed and developed the website's frontend with a focus on user experience using **HTML, CSS, Bootstrap, Angular, React.js**, and **JavaScript**.
- Partnered with a cross-functional team, including designers and product managers, to deliver a **user-centric** and **mobile-friendly** website, ensuring seamless navigation and accessibility.
- Diagnosed and resolved technical issues to enhance site performance and improve user experience.
- Maintained an organized workflow, consistently applying **UX principles** and front-end development best practices to create efficient, accessible, and responsive designs.

UX/UI Toolkit Developer | Rochester Institute of Technology | Rochester, NY | June 2021 – August 2021
- Applied **UX/UI design principles** to create a comprehensive widget library for prototyping interfaces within the Slack messaging application.
- Conducted a thorough analysis of existing interfaces to identify key components for inclusion in the widget library.
- Cooperated in daily standups to provide updates on progress to project management.
- Delivered a complete widget library featuring over **100 custom widgets** and **65 open-source icons**.

Production Engineer | Architectural Graphics Inc | Virginia | March 2024 – Present
- Developed and implemented **VBA macros**, contributed to **SharePoint** development, and designed applications to enhance process efficiency.
- Improved fabrication details to facilitate easier installation, serviceability, and cost-effectiveness.
- Managed parts and font scaling from shop drawings to generate flat layouts, calculating bend allowances to ensure accurate finished sizes.
- Drafted vectorized artwork for parts to be laser cut, water jet cut, milled, or brushed, using **Corel** and **AutoCAD**.
- Prepared Material Requests for the Purchasing Department and devised instructional documents for internal equipment operators using standard Excel forms.

PERSONAL TECHNICAL PROJECT EXPERIENCE

Pokémon TCG Card Finder
- Designed and developed a web application leveraging the Pokémon TCG **API**.
- Enabled users to search through all available cards, view detailed stats, and access direct purchase links.
- Integrated both local memory storage and **cloud storage** leveraging **FireStore** for data persistence.

Snake Evolution
- Collaborated on developing a self-evolving Snake game using **neural networks** and a genetic algorithm.
- Engineered **AI-driven** snakes that autonomously navigate the board, seek out food, and avoid obstacles.
- Maintained comprehensive documentation and adhered to **best coding practices** throughout the project.

EDUCATION

Bachelor of Science in Game Design & Development, Minor in History | GPA: 3.5 | Rochester Institute of Technology – Rochester, NY