Hongfei Zhu

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SUMMARY

Experienced professional with a diverse background in programming, game design, web development, and production engineering. Strong knowledge in various programming languages and software tools. Proven ability to adapt to new environments and learn new technologies. Highly motivated and with a passion for innovative solutions and experiences.

SKILLS & QUALIFICATIONS

C#, C++, HTML, CSS, JavaScript, TypeScript, Python, AngularJS, React.js
Bootstrap, VS 2019+, VS Code, Git, Firebase, MS Office, Unity, Adobe Photoshop & Illustrator, Maya, Blender, OpenGL, 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 company website frontend using HTML, CSS, Bootstrap, Angular, React.js, and JavaScript.
- Collaborated with a cross-functional team to deliver a user-friendly website, efficiently meeting project timelines.
- Identified and resolved technical issues, improving site performance and user experience.
- Maintained an organized and efficient workflow, adhering to best practices for front-end development.

UX/UI Toolkit Developer | Rochester Institute of Technology | Rochester, NY | June 2021 – August 2021
- Used UX/UI design principles to develop a widget library for prototyping interfaces in the messaging application *Slack*.
- Analyzed different existing interfaces of the application to determine what components to include in the library.
- Participated in daily standups to relay progress to project manager.
- Completed the library that included over 100 custom widgets and 65 open-source icons.

Production Engineer | Architectural Graphics Inc | Virginia | March 18th – Present
- Create and Implement VBA micros, assist in company SharePoint development, and develop applications for process improvement.
- Implemented enhancements of fabrication details, promoting ease of installation, serviceability, and cost effectiveness.
- Managed parts/fonts scaling out of shop drawings to develop flat layouts to be formed to accurate finished size parts by calculating bend allowances.
- Created vectorized art for parts to be laser cut, water jet cut, milled or brushed, using Corel and AutoCAD.
- Crafted Material Requests for Purchasing Department and instruction documents for various internal equipment operators using standard Excel forms.

PERSONAL TECHNICAL PROJECT EXPERIENCE

Pokémon TCG Card Finder
- Designed and created a web application using the Pokémon TCG API.
- Allow users to search through all currently available cards, display their stats, and a direct link for purchasing.
- Utilized Bulma, custom DOM, local storage, FireStore, and web components for full functionality.

Snake Evolution
- Collaborated to create a self-evolving Snake game using neural networks and a genetic algorithm.
- Innovated artificially intelligent snakes that will attempt to navigate their boards, eat food, and avoid walls.
- Maintained detailed documentation and followed best coding practices.

EDUCATION

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