

Anthony Zheng

Web Developer

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Portfolio: <https://anthonyz.dev/portfolio.html>

Academic Qualifications

UCLA Extension Coding Boot Camp - JavaScript Full Stack Web Development

Aug 2018 - Nov 2018

An intensive 12-week long boot camp dedicated to designing and building web applications. Skills learned consisted of HTML5, CSS3, JavaScript, JQuery, Bootstrap, Node Js, MySQL, MongoDB, Express, Handlebars.js & ReactJS.

B.S. in Chemistry/Materials Science - University of California, Los Angeles

Mar 2017

Work History

Web Developer, insEYE LLC, Westlake Village, California

Mar 2019 - Present

- Create new, modernized websites for doctors' practices while maintaining existing clients' websites.
- Work closely with design and QA teams throughout the build processes to ensure style and functionality.

Technician, insEYE LLC, Westlake Village, California

Apr 2017 - Jul 2018

- Constructed model eyes for ophthalmic training, including models for tools and surgical procedures such as YAG, SLT, LPI LRI, A-Vit, ISIF and more.

Key Skills

Technical Toolbox

- Languages: JavaScript, HTML, CSS, Python, PHP
- Skills: Bootstrap, jQuery, Node.js, React, git, MySQL, MongoDB

Projects

• dad-a-base

- Group project, scrapes online dad-related news and articles and includes a log-in and a forum
- Role: Built the log-in system (via e-mail or Facebook) and the forum and its components with React.
- Front end built with **React**, back end built with **MySQL**/Sequelize, log-ins built with Passport.js.
- <https://dad-a-base.herokuapp.com/>
- Github: <https://github.com/ajz003/dad-a-base>

• Blackjack

- Blackjack is a simple blackjack game which also counts cards and can tell the player the optimal move in any scenario. The mobile app version features a training mode to help players memorize blackjack basic strategy.
- Built with **HTML/CSS/JavaScript/jQuery** on the web app and **React Native** on the mobile app.
- Web App: <https://ajz003.github.io/blackjack/>
- Android App:
<https://play.google.com/store/apps/details?id=blackjacknative.github.ajz003>

• Summon Simulator

- A statistical tool for players of Nintendo's mobile game Fire Emblem Heroes that conducts a number of trials to tell the user their chance of randomly summoning their chosen heroes as well as other statistics.
- Front end app built with **HTML/CSS/JavaScript/jQuery**.
- <https://ajz003.github.io/Summon-Simulator/>
- Github: <https://github.com/ajz003/Summon-Simulator>

• The Neverending Dead

- Group project, simple RPG game where the player must defeat an army of other players who've died trying to reach the final boss.
- Role: Bug-fixed front end HTML/CSS and wrote both front and back end JavaScript code.
- App built with Bulma CSS in the front end and **MySQL**/Sequelize database in the back end using **Express/Node.js**.
- <https://neverending-dead.herokuapp.com/>
- Github: <https://github.com/ajz003/Neverending-Dead>