

Anthony Zheng

Web Developer

Oak Park, CA 91377
(818) 389 - 1298

E-mail: ajz003@ucla.edu

LinkedIn: <https://www.linkedin.com/in/anthony-zheng/>

GitHub: <https://github.com/ajz003>

Portfolio: <https://ajz003.github.io/portfolio.html>

Objective

A conscientious and prolific chemist-turned-developer who is a regular attendee of web developer meetups.

Academic Qualifications

BS in Chemistry/Materials Science, 2017
University of California, Los Angeles

Work History

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.

Research Assistant, UCLA, Los Angeles, California *Jun 2015 - Sept 2015*

- Worked with lab members to synthesize chemicals and maintain lab equipment.
- Constructed lithium capacitors and performed impedance testing to compare their quality against commercial batteries.

Science Educator Intern, Experium Science Academy, Torrance, California *Jun 2014 - Jun 2015*

- Collaborated with physics, biology, and chemistry instructors to organize lesson plans.
- Explained fundamental scientific principles like the states of matter and Bernoulli's Principle, and introduced modern laboratory equipment such as centrifuges and gel electrophoresis to K-8 students.

Intern, Chemat Technology Inc, Northridge, California *Jun 2010 - Aug 2010*

Experimented with various formulations of anti-reflective lens coatings and wrote reports on results.

Key Skills

Technical Toolbox

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

Projects

• 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, and JavaScript
- <https://ajz003.github.io/Summon-Simulator/>
- Github: <https://github.com/ajz003/Summon-Simulator>

• The Neverending Dead

- A simple RPG boss rush 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>

• dad-a-base

- dad-a-base scrapes dad-related news and articles and includes a log-in and 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>

References

Available on request.