

Anthony Zheng

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

EDUCATION

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.

University of California, Los Angeles, Los Angeles, CA

B.S. in Chemistry/Materials Science, Mar 2017

TECHNICAL SKILLS

Languages	JavaScript (Proficient), Python (Basic)
Skills	Bootstrap, React, Node.js, Express, MySQL, MongoDB, Git

PROJECTS

dad-a-base | Github: <https://github.com/ajz003/dad-a-base>

- Group project, scrapes dad-related web 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
- App built front end in **React**, back end built with **Express/Node.js** and **MySQL/Sequelize**, log-ins built with Passport.js
- <https://dad-a-base.herokuapp.com/>

Summon Simulator | Github: <https://github.com/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**, and **jQuery**.
- <https://ajz003.github.io/Summon-Simulator/>

Blackjack

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

The Neverending Dead | Github: <https://github.com/ajz003/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/>