Anthony Zheng

Web Developer

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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, insEYEt LLC,   *Apr 2017 - Jul 2018*
Westlake Village, California

- 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   *Jun 2015 - Sept 2015*
Angeles, California

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

- 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,   *Jun 2010 - Aug 2010*
Northridge, California

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

Key Skills

Technical Toolbox

- Languages: JavaScript, HTML, CSS,
- Skills: Node.Js, Express, jQuery, React.js, git, Github, MongoDB, MySQL, Firebase, Bootstrap, Media Queries, APIs, JSON, REST, AJAX, the command line, computer science fundamentals

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.