**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**

**Skills**

JavaScript (Proficient), Python (Basic)

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](%20https://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/>