**Anthony Zheng**

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Website: https://anthonyz.dev/

**EDUCATION**

**JavaScript Full Stack Web Development**

*UCLA Extension Coding Boot Camp*

*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 & React.

**University of California, Los Angeles**

*B.S. in Chemistry/Materials Science*

*Mar 2017*

**TECHNICAL SKILLS**

**Languages**

**Skills**

JavaScript (Proficient), Python (Basic), PHP (Basic)

HTML, CSS, Bootstrap, React, Node.js, Express, MySQL, MongoDB, Git

**Work Experience**

**Web Developer**

*Nuvolum*

*Mar 2019 – Present*

*Petaluma, CA*

* 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**

*insEYEt, LLC*

*Apr 2017 – Jul 2018*

*Westlake Village, CA*

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

**PROJECTS**

**dad-a-base**| <https://dad-a-base.herokuapp.com/>

* 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.
* App front end built with **React**, back end built with **Express/Node.js** and **MySQL**/Sequelize, log-ins built with Passport.js.

**Summon Simulator** | <https://ajz003.github.io/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**.

**Blackjack |** Web App: <https://ajz003.github.io/blackjack/> | Android: <https://play.google.com/store/apps/details?id=blackjacknative.github.ajz003>

* 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.
* Web app built with **HTML**, **CSS**, **JavaScript**, and **jQuery**. Android app built with **React Native**

**The Neverending Dead** | <https://neverending-dead.herokuapp.com/>

* 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**