

BRIAN ZHU

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

SKILLS

Ruby, Ruby on Rails, SQL, React.js, Redux, JavaScript, jQuery, HTML5, CSS3, Git, MongoDB, Express, Node.js

PROJECTS

StrifeCloud

[Live Site](#) | [Github](#)

A pixel perfect SoundCloud clone

Ruby on Rails, React.js, Redux, HTML5, CSS3, jQuery, Git

- Developed a music player component with React.js that persists through page re-rendering, allowing the user to freely browse the app without interrupting their music
- Created a RESTful API that connects to a PostgreSQL database to allow users to perform CRUD operations on music
- Utilized AWS S3 to store music and picture files, keeping the server load light and scalable
- Incorporated a secure user authentication process using BCrypt for password salting and hashing
- Implemented a modal session form using React.js and CSS3 so that users can seamlessly log in or sign up at any page

Pokenalysis

[Live Site](#) | [Github](#)

A social app for building and sharing Pokemon teams

React.js, Redux, Mongo, Express, Node.js, HTML5, CSS3, Git

- Coordinated with a team of 3 other engineers to build the site by delegating tasks and enforcing a standard Git workflow
- Built a RESTful API that connects to a Mongo database that lets users perform CRUD operations on teams, and like or comment on them
- Utilized Poke.API with Redux reducers and Axios calls to retrieve information from a third-party database, which kept the data more organized and manageable
- Devised an algorithm using JavaScript that analyzed various strategic traits of a team and graphically displayed the results

Elemental Invoker

[Live Site](#) | [Github](#)

A puzzle and board game with a elemental adept theme

JavaScript, HTML5, CSS3, Git, Photoshop

- Constructed an interactive board using JavaScript and HTML Canvas that allows users to move pieces through Javascript mouse events
- Generated smooth piece swapping and spawning animations by using asynchronous JavaScript with HTML Canvas
- Formed a systematic representation for groups of pieces using Object Oriented Programming, simplifying both the rendering process and the game logic
- Designed the web page with CSS3 and Photoshop to give the game a clear thematic direction and a pleasant yet intuitive UI

EXPERIENCE

Chef/Waiter

Kiyoko Restaurant, Aug. 2017 - Dec. 2017

- Coordinated with coworkers to perform tasks that were most needed at any given time; quickly learned different skills and procedures in order to perform the required tasks
- Implemented verbal and written systems to effectively communicate and work with coworkers across language barriers
- Served up to 100 customers during busy nights and resolved hectic situations through effective communication

EDUCATION

App Academy - Intensive software development course with focus on full stack development and paired programming (Spring 2019)

Howard Community College - AS - Computer Science (Summer 2018)