

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
- Constructed a search bar using regex that queries for both users and songs in the database, granting the user an easy method to find their favorite artists or music
- Created a RESTful API with Rails connected 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

Pokenalysis

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

A social app for building and sharing Pokemon teams

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

- Led a team of 3 engineers by delegating tasks and enforcing a standard Git workflow
- Built a RESTful API using Express to connect to Mongo database that lets users perform CRUD operations, like, or comment on teams
- Utilized Poke.API with Redux reducers and Axios calls to retrieve information from a third-party database, to better organize and manage data
- Devised an algorithm using JavaScript that analyzed 3 strategical traits of a team and graphically displayed the results
- Implemented a modal session form using React.js and CSS3 so users can seamlessly log in or sign up at any page

Elemental Invoker

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

A puzzle and board game with an 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 combining 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 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

- Cooperated with coworkers and quickly adapted to perform all required tasks
- Implemented communication systems to optimize work efficiencies and overcome language barriers among coworkers
- Served up to 100 customers per night and resolved customer issues 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)