

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 music player component with React.js that always remains mounted, allowing user to freely browse app without interrupting music play
- Constructed search bar using regex that queries for both users and songs in database, enabling user to more easily find favorite artists or songs
- Created RESTful API with Rails connected to a PostgreSQL database to allow users to perform CRUD operations
- Implemented AWS S3 to store music and picture files, keeping server load light and scalable
- Incorporated secure user authentication process using BCrypt for password salting and hashing

Pokenalysis

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

A social app for building, sharing, and analyzing Pokemon teams

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

- Led team of 3 engineers by delegating tasks and enforcing standard Git workflow.
- Built RESTful API using Express to connect to Mongo database allowing users to construct, like, or comment on teams
- Employed Poke.API with Redux reducers and Axios calls to retrieve information from 3rd party database to better organize and manage data
- Devised algorithm using JavaScript that aggregates the user-customized attributes of a team and calculates the strength of the team using 3 different strategical benchmarks
- Implemented modal session form using React.js and CSS3 enabling users to seamlessly log in or sign up on any page

Elemental Invoker

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

A puzzle and board game with an elemental adept theme

JavaScript, HTML5, CSS3, Git, Photoshop

- Modeled interactive board using JavaScript and HTML Canvas that allows users to move pieces through Javascript mouse events
- Generated smooth 100fps piece swapping and spawning animations by combining asynchronous JavaScript with Canvas
- Formed systematic representation for groups of pieces using Object Oriented Programming, simplifying both rendering process and game logic
- Designed web page with CSS3 and Photoshop to give game clear thematic direction and pleasant yet intuitive UI

EXPERIENCE

Chef/Waiter

Kiyoko Restaurant, Aug. 2017 - Dec. 2017

- Served up to 100 customers per night and resolved customer issues through effective communication
- Cooperated with coworkers and quickly adapted to perform all required tasks
- Devised communication systems optimized by team to work efficiently and overcome language barriers among coworkers

EDUCATION

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

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