

Charles Zhang

charleszhangmb@gmail.com ❖ (310) 739-0540 ❖ Los Angeles, CA ❖ czhangy.io

EDUCATION

University of California, Los Angeles

Sep. 2019 – Jun. 2023

B.S., Computer Science

Los Angeles, CA

- 3.92/4.0 GPA
- Organizations: ACM, Upsilon Pi Epsilon, Tau Beta Pi

PROFICIENCIES

- **Skills:** Front-end frameworks | Web design | Object-oriented programming | Agile methodologies | RESTful APIs | Data structures & algorithms | Leadership | Interpersonal communication
- **Languages:** JavaScript | HTML/CSS | C++ | Python
- **Tools:** React.js | Vue | Git | Node/Express | MongoDB | Linux | Unity | Microsoft Office | WordPress

WORK EXPERIENCE

The Amplification Project

May 2021 – Sep. 2021

Front-End Developer

Los Angeles, CA

- Implemented a responsive design of the organization's main website using Vue while coordinating with a backend developer to raise awareness of forced migration through the preservation of related art and activism.

Bruinshack

Feb. 2021 – Present

Full-Stack Development Intern

Los Angeles, CA

- Designed and developed a responsive review system using Vue and the Vuex library that facilitates ratings and reviews from approximately 2,000 weekly active users looking for apartments in the Westwood area.
- Led a redesign of multiple static pages and the apartment manager portal in order to improve brand visibility and quality-of-life for the user base.

PROJECTS

BruinByte – (github.com/czhangy/bruinbyte)

Front-End Development

- Created and deployed a full-stack web application using React.js, designed to act as a local food review hub for UCLA students, based on the FERN stack.
- Integrated an authentication system and a dynamic ratings/comments system using Google Firebase.
- Learned various methods for communicating effectively within a team and building team chemistry.

DARS++ – (github.com/czhangy/darsplusplus)

Full-Stack Development

- Developed a full-stack web application using the MEVN stack that allows users to engage in course planning and attempts to optimize their upcoming schedule using topological sorting.
- Honed a user-friendly, responsive design on the frontend, while developing a simple RESTful API on the backend to practice database management through MongoDB Atlas.

Splekbot – (<https://aaisara12.itch.io/splekbot>)

Game Developer

- Led the level design team tasked with modelling 3D assets and levels using Unity ProBuilder to emphasize core gameplay mechanics, operating using Agile methodologies.