

Eli Zhang

Software Engineer

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Creative software engineer with the ability to pick up new languages and technologies as needed. Prior to being a software developer, I worked as a front desk agent at a hotel where I was in charge of checking guests in and out of the hotel.

Software Development Skills

- Debugging, JavaScript, Python, Node.js, Express, C++, Java, PostgreSQL, Bootstrap, HTML, CSS

Education

DigitalCrafts | Certificate in Software Development | Atlanta, GA

April 2019 – August 2019

- Software development training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Hunter College | B.A. in Psychology | New York, NY

2015 – May 2018

Software Development Portfolio

CommonCents | <https://bit.ly/2Fknqf0> | github.com/elizhang227/budget-app

June 2019

- Member of a 2-person development team building a budget/expense tracking site that helps the user log their spending so they can make rational financial decisions based on their budget
- Primary responsibility included setting up schemas for the database and writing logic that would allow the user to see vital budgeting/expense information
- Built with React, Node.js, Express, and PostgreSQL

SonoSong | <https://bit.ly/2IUqeAv> | github.com/elizhang227/sonosong

May 2019

- Member of a 2-person development team building a soundtrack database site that allows users to search for a movie and get a playlist of the entire soundtrack with convenient links that play the embedded video
- Primary responsibility included identifying movie database APIs through research and then integrating Youtube API allowing the video playback on the website for the specific song
- Built with Vanilla JavaScript and utilizing DOM manipulation

Othello Copy | github.com/elizhang227/pygame

April 2019

- Solo project recreating a game called Othello using the pygame library. It is a 2-player game where players take turns placing pieces on the board and the objective is to have the most pieces at the end using various strategies
- Responsibilities included recreating the game based on reference images of the game and replicating logic involved within the game
- Built with Python (pygame library)

Professional Work Experience

Sheraton | Front Desk Agent | New York, NY

August 2018 – March 2019

- Vital team member responsible for providing guests with a relaxing and memorable experience during their short stay at our hotel
- Relaying guest requests to the proper departments and making sure any issues are resolved in a timely manner
- Many different software applications were used to increase proficiency of workflow including Salesforce to reliably communicate with guests and Lightspeed to run all hotel operations

Lego | Brick Specialist | New York, NY

December 2016 – December 2017

- Team member responsible for providing guests with a memorable experience and make sure operations were running smoothly
- Tasks included: Organizing product on the floor, cleaning the play-area for kids, inventory for products running low, running the cash-register
- Experienced with the holiday-rush of guests that come last minute shopping and familiar with crowd control.

Additional details on prior work experience available upon request