

# Edwin Zhou

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## EXPERIENCE—

### Front End Developer

LAHacks Project 311, October 2021 - February 2022

- Used React/Redux to manage and update state for user-facing components, improving consumer clarity.
- Worked closely with UX/UI designers in order to revamp website layout and design using Material-UI.
- Followed Git feature branch workflow to collectively work on features and peer review issues.

### Software Engineer

F5, February 2022 - Present

- Worked in Subscription Services, primarily using CPQ tools to develop, test and deploy business materials, including writing scripts to improve efficiency, modifying layouts for easier digestability and creating new features.
- Worked closely with developers and product owners and others to help ensure high quality and timely software delivery on multiple projects of varying size and complexities.
- Created key custom features from scratch to replace out-of-the-box tools using javascript frameworks

## PROJECTS—

### Edify

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

A Spotify Clone using Ruby on Rails and React. Hosted on Heroku

- Integrated Redux with HTML5 media web components to create customized media playback for users.
- Used Redux to save, store and create personal playlists for unique users.
- Connected Rails Active Storage to AWS S3 for asset storage in order to seed media content.

### FlashCode

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

An ANKI-inspired flashcard website for leetcode problems. MERN stack

- Ideated, built and managed front end web page layouts. Employed CSS grid and 3D CSS to organize layout and create dynamic card-flipping animations.
- Collaborated with team members using Git workflow and Slack to achieve features in a timely manner. while switching between front and backend tasks.
- Worked with Express.js to handle backend RESTful routing for user Cards and Decks.

### Audio Visualizer

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

A single page Javascript app that creates customizable visuals of given audio

- Used Javascript canvas in order to create dynamic visuals by reading byte frequency of given audio.
- Implemented CSS styling and Javascript to allow the user to customize and update visuals in real time via collapsible sidebar.

### StephenBot

[Github](#)

A Discord Music Bot built in Javascript. Hosted on Heroku

- Designed, implemented and deployed an automated system using web APIs to process commands. and generate content and audio services for an online social media platform.
- Built a functionality that validates a given Youtube URL, then filters the audio of the url and replays it within the platform.

## CONTACT

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## SKILLS

Javascript, React, Redux,  
HTML, CSS, Ruby, Ruby on  
Rails, Mongoose,  
MongoDB, Node.js,  
Express.js, SQL,  
PostgreSQL, Webpack,  
jQuery, Git, Heroku,  
Playwright, Vue.js, Svelte,  
BML

## EDUCATION

University of California, Los  
Angeles— BA (August 2020)

AppAcademy—

Immersive software development  
course with focus on full stack web  
development (March 2021)