

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 updating business models, modifying layouts 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)