

ZHE LIN

<http://www.zhelin.land>

CONTACT

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PROGRAMMING

JavaScript (svg/d3)
jQuery
ReactJS & Redux
HTML/CSS
PHP
AJAX
Node.js
Java
C/C++
SQL
Python

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Adobe Flash
Axure RP
Sketch

EDUCATION

● Cornell University (GPA: 3.6)

Master in Information Science

Aug 2015-Dec 2016 (Expected)

Courses: Visual Data Analytics for Web, Interned Design&Prog for Web, Analytics-driven Game Design, Human Computer Interaction, Computer Graphic etc.

● Beijing University of Posts and Telecommunications (GPA: 3.7)

B.E in Telecommunications Engineering with Management

Aug 2011-Jul 2015

EXPERIENCES

● Baidu ERP System Shopping Platform

May–Aug 2016

Front End Intern (JavaScript, React.js, Redux, Ajax, HTML/LESS) | Baidu, Inc

- ✧ Built Baidu ERP system shopping platform using JavaScript, React.js and Redux.
- ✧ Created several React.js interactive components like search bar, multilevel menu.
- ✧ Defined styles by Less CSS.
- ✧ Defined APIs and get data by Redux and AJAX from backend.

● Rwanda Lakeside Fish Farm Official Website

Mar–May 2016

Front End Developer (HTML/CSS, JavaScript, jQuery, PHP, SQL)

- ✧ Enabled users to sign in/up, etc by HTML/CSS, JavaScript, jQuery, Google Map API and Bootstrap.
- ✧ Built admin mode for managers to answer questions and manage information.
- ✧ Loaded and added data with PHP and SQL language into system.

● Mobile HTML iOS APP iPlanting

Feb–Jun 2015

Front End Intern (HTML/CSS, JavaScript, jQuery, AJAX) | Pudeshi, Inc

- ✧ Developed iOS APP by mobile HTML5 framwork KendoUI and Javascript(jQuery).
- ✧ Achieved effects by javaScript frameworks such as iscroll-master.

● Android Health Application MyBehaviorCBP

Sep 2015–May 2016

Android Developer & UX Designer | Cornell People Aware Computing Group (JAVA, XML, User Experience Study)

- ✧ Developed the app by XML and Java in Android Studio.
- ✧ Establish user experience and conducted interviews with target people.
- ✧ Iterative designed user interfaces.

PROJECTS

● Gravity Online Game (released on www.kongregate.com)

Sep–Dec 2015

Game Developer & Game Designer (JavaScript, jQuery, HTML/CSS)

- ✧ Developed the game by HTML5 game framework Phaser and JavaScript.
- ✧ Improved game mechanics by analyzing data gathered anonymously from players.
- ✧ Designed levels, visual and parallax background.

● Personal Image Album Website

Feb–Mar 2016

Front End Developer (HTML/CSS, JavaScript, jQuery, PHP, SQL)

- ✧ Developed the website by HTML/CSS, JavaScript(jQuery) and PHP
- ✧ Used PHP to interact with many to many MySQL database which by SQL language.

● Data Visualization

Feb–May 2016

Front End Developer (HTML/CSS, JavaScript (with svg and d3))

- ✧ Built websites to display several different datasets via JavaScript, JSON, d3 and SVG.
- ✧ Implemented interactive functions to make data pattern obvious and meaningful.
- ✧ Loaded global or US map through JSON data and matched with csv data.

● Comic Book Store Software System

Software Engineer (JAVA, GUI, SQL)

Mar– Jun 2014

- ✧ Developed the software system by UML and Java coding.