

JAMES ZENG

Software Engineer

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A Software Engineer and all-around technology enthusiast with immense motivation and adaptability who is on a path to get back in industry. To seek a full-time position that offers challenges which employ my interpersonal and problem-solving skills. To equally seek a company which fosters an environment of growth and excellence to complement my passion to succeed.

Work Experience

Computer Science Tutor

Self-Employed, Castro Valley, CA | November 2021 – Present

- Reviewed material with coding boot camp students to ensure proper learning of topics, such as data structures, languages & paradigms, recursion & dynamic programming, and algorithms & time complexity.
- Developed teaching methods to accommodate students through assessing their learning needs and weakness areas by showing how it relates to technologies in practice and communicating how I approach similar problems.

Lead Quality Assurance Specialist

SJLY, Inc., San Leandro, CA | August 2019 – Present

- Inspected, verified, and documented characteristics of individual T4 Tea for U franchisees by comparing their product against company standards.
- Coordinated a small team of 3 to help me maintain over 40 different stores in California by teaching them how to properly create the product, repair devices, and identify areas of improvement.
- Established and maintained connections between owners to guarantee individual branches agree on how each store is run.
- Able to manage storefronts including day-to-day operations, employee hiring and satisfaction, and possible future improvements.

Projects

Fusion Delight, a restaurant website

- Built and designed a static website using Gatsby (React) for a local restaurant in San Leandro.
- Worked with SEO-friendly frameworks to make sure their website gets exposure on search engines.
- Aimed to deliver content using Gatsby optimization and i18next to make sure there is no unnecessary latency and a clean directory structure for a potential revisit to the codebase for other developers.

Speak Easy, a public speaking web application

- Worked in a group of 10 other engineers to create a web application which allows users to host public speaking sessions online and have other users view and leave feedback about their performance.
- Focused on creating RESTful API in Express JS with Node JS and Google Firebase for front-end to manage accounts, sessions, and feedback.
- Participated in an agile development environment including weekly SCRUM and code review with active documentation on use cases, user stories, and API endpoints.

Education

- University of California, San Diego | San Diego, CA
Computer Science B.S.
September 2016 – July 2019

Relevant Coursework

- Advanced Data Structures
- Cryptography
- Software Engineering
- Computer Security
- Database System Principles
- Web Client Languages
- Computer Architecture

Key Skills

- Problem Solving
- Python
- JavaScript (Node, React, Express)
- C++
- Git
- Java
- HTML / CSS
- Ruby (Rails)
- SQL
- Unix
- Docker / Kubernetes