

Jason Zhen

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Experience

Full Stack and DevOps Engineer

Jun 2021 – Present

Code for San Francisco — Water The Trees

- Designed user profile page using React and Material UI, enabling users to track maintenance history of 280,000 trees
- Established integration testing on the Node.js back end using Jest, increasing API endpoint coverage from 0% to 55%
- Launched CI/CD pipeline with Github Actions, accelerating code delivery from development to production
- Reduced startup time of the development environment by 20% by modifying Docker container dependency order

Computer Science Tutor

Sep 2019 – Dec 2019

Computer Science For Kids

- Mentored 15 students, introducing computer science fundamentals through MIT's Scratch programming language
- Supervised students' project development to ensure completion within a 12-week timeline
- Produced 100% attendance rate for my team of 4 by providing transportation services

Projects

Front End Lead

Website | Github

Mama's Helper — team-based task management tool (React, Redux, Node.js, MongoDB, Sendgrid)

- Coordinated team of 4 to design mobile-first using Flexbox and CSS media queries for cross-device responsive layouts
- Connected back end REST API to front end UI components using React and Redux to achieve CRUD functionality
- Integrated SendGrid API into the Node.js back end to send users an email of their daily tasks

Full Stack Engineer

Website | Github

Groovetown — music sharing and streaming platform (Ruby on Rails, React, Redux, PostgreSQL, AWS S3)

- Incorporated React-Redux and the HTMLMediaElement API to design a custom music player
- Employed Ruby on Rails' Active Storage to connect the Postgres database to AWS S3, allowing users to upload music
- Implemented search feature using Rails' Active Record ORM to filter from over 170 artists, albums, and tracks
- Reduced page load times by 50% by serving resized and compressed images

Game Developer

Website | Github

Snack Pack — collection of HTML5 minigames (JavaScript, HTML, CSS, Webpack, Babel)

- Rendered sprite animations with the RequestAnimationFrame API to achieve a smooth, consistent frame rate
- Developed a custom asset loader using JavaScript Promises, resulting in 0 load time during gameplay
- Leveraged Webpack and Babel to manufacture a uniform user experience across web browsers

Skills

Languages: JavaScript, TypeScript, Ruby, Python, HTML, CSS

Frameworks/Technologies: React, Redux, Ruby on Rails, PostgreSQL, MongoDB, Jest, Docker

Education

Full Stack Software Engineering

Nov 2020

App Academy

- 16-week, 1000+ hour intensive program focused on gaining technical programming skills in JavaScript, Ruby on Rails, React, Redux, HTML, CSS, JQuery, SQL / NoSQL databases, OOP, data structures, testing, RESTful APIs, Git

Bachelor of Arts (B.A.) in Communications

Jun 2020

University of California, Davis