

# Jason Zhen

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## Skills

JavaScript, React, Redux, Ruby, Rails, Python, HTML, CSS, Node.js, PostgreSQL, MongoDB, AWS S3

## Projects

**Groovetown** (JavaScript, React, Redux, Ruby, Rails, HTML, CSS, PostgreSQL, AWS S3) [Live Site](#) | [Github](#)  
*Full-stack music sharing and streaming website*

- Built upon the HTMLMediaElement API to create a custom music player similar to Bandcamp's
- Implemented custom search functionality using Ruby on Rails' Active Record to fetch information from a PostgreSQL database and display it to the end-user
- Incorporated Rails' Active Storage to achieve AWS S3 cloud storage integration for music assets
- Leveraged CSS media queries to deliver responsive, tailor-made UX across all types of devices

**Mama's Helper** (JavaScript, React, Redux, Node.js, Express.js, HTML, CSS, MongoDB) [Live Site](#) | [Github](#)  
*MERN stack management assistance web app*

- Adopted pair programming as the main strategy to solve major bugs within our team of 4 engineers
- Utilized the React framework for the UI and the Redux library to manage global application state
- Spearheaded the effort to add email functionality by researching Twilio's SendGrid API
- Employed MongoDB with the Mongoose library to serve data from the back-end to the front-end

**Snack Pack** (JavaScript, HTML5 / Canvas, CSS, Webpack) [Live Site](#) | [Github](#)  
*Vanilla JavaScript & HTML5 game*

- Developed an asset loader using JavaScript promises to achieve zero loading time during gameplay
- Reduced CPU usage for rendering animations by designing around the RequestAnimationFrame API
- Manipulated the DOM by utilizing event listeners to dispatch game actions for clicks and key presses
- Minimized total package size by using the Webpack module bundler to generate a minified version

## Experience

*UC Davis - Computer Science For Kids (CS4K)* Oct 2019 - Dec 2019

### Computer Science Mentor

- Introduced computer science concepts to a class of ~15 middle school students by teaching them MIT's block-based visual programming language, Scratch
- Presided over project development for students' event-driven, graphics-based projects
- Produced 0% tardiness during the program's 12-week period by providing transportation services

## Education

**App Academy** July 2020 - Nov 2020  
*1,000+ hours immersive software engineering boot camp with <3% acceptance rate and focus on full-stack web development*

**University of California - Davis**  
*Bachelor of Arts in Communication*

2013 - 2020