Jimmy Zheng

Software Engineer

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Experience

2021	**Software Engineer,** *Pioneer* ⧉ **Pioneer** is an open-source, self-hosted feature flag system built by a remote team.

- Led the development of SDKs in **NodeJS**, **Ruby** and **Golang** for the user to embed in their application for referencing feature flag values
- Designed a daemon that streams updates from a remote dashboard to the SDK through **EventSource** and an **SSE** connection
- Contributed to the full-stack flag dashboard app with **React/Redux** as frontend, **Express** as backend, and **PostgreSQL** as database
- Created and unit-tested a library of methods that allowed the Express backend of the remote dashboard to perform **CRUD** actions on the PostgreSQL database
- Utilized **NATS/Jetstream** (third party program) as an asynchronous/fault-tolerant pub-sub system between the daemon and the remote dashboard

2020 – 2021	**Freelance Software Engineer,** *Self-Employed*

- **Cloudbeam** ⧉ – co-created a secure one-time file sharing application built with **Rails**, **PostgreSQL**, **AWS S3 and Cloudfront**, **Websockets**, and **Mailgun**
- **RequestBin Clone** – built an **Express** app deployed on Digital Ocean that allows users to inspect the HTTP request headers of a webhook
- **Trello App** – co-created a mock Trello app using **React/Redux**, **Express** and **MongoDb**

2020	**Game Developer,** *Self-Employed*

- Designed and scripted full-stack games on Roblox through their **Luau** API that reached **5M+ plays, 1k+ peak concurrent players, and profitability**
- Engineered systems like quests, pets, placement systems and NPCs
- Created a full stack game framework/library to accelerate game development up to 30%

Education

2020 – 2021	**Launch School** Completed a rigorous mastery-based learning program for full stack web development
2016 – 2020	**BA Statistics and BA Molecular & Cell Biology (Immunology),** *UC Berkeley* 3.9 GPA Relevant coursework: Concepts in Computing With Data, Concepts of Probability, Concepts of Statistics, Stochastic Processes, Intro to Time Series, Game Theory, Molecular Immunology, Biochemistry and Molecular Biology, Genetics Genomics and Cell Biology

Skills

Languages	**Frameworks/Libraries**	**Technologies**
Javascript, Python, Lua, Ruby, Golang, HTML, CSS, SQL, R	Express, Ruby on Rails, React/Redux, JQuery, Handlebars, Pygame	Git/Github, Docker, PostgreSQL, MongoDB, Restful APIs