

# Jimmy Zheng

## Software Engineer

📍 LA/SF, CA   ✉ jimzhe842@gmail.com   🌐 www.jimzhe.dev

### Professional Experience

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#### Software Engineer, *Pioneer* [🔗](#)

2021

**Pioneer** ([pioneer-io.github.io](https://pioneer-io.github.io)) 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
- Unit-tested the SDKs through the creation of mock classes
- Designed a daemon that streams updates to the SDK through **EventSource** and an **SSE** connection
- Contributed to the feature flag dashboard app built with **React/Redux**, **Express**, and **PostgreSQL**
- 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
- Co-authored and diagramed the writeup ([pioneer-io.github.io](https://pioneer-io.github.io) [🔗](#))

#### Freelance Software Engineer, *Self-Employed*

2020 – 2021

- 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**
- Airline app - created a **React** app that shows filtered airline routes on an SVG map

#### Game Developer, *Self-Employed*

2020

- Designed and end-to-end developed full-stack games on Roblox through their **Lua** API
- Achieved **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

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#### Software Engineering (Mastery based learning), *Launch School*

2020 – 2021

Completed a rigorous mastery-based learning program for full-stack web development

#### BA Statistics and BA Molecular & Cell Biology, *UC Berkeley*

2016 – 2020

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, Genetics Genomics, and Cell Bio

### Skills

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#### Languages

Javascript, Python, Lua, Ruby, Golang, HTML, CSS, SQL, R

#### Frameworks/Libraries

Express, Ruby on Rails, React/Redux, JQuery, Handlebars, Pygame

#### Technologies/Cloud

Git/Github, Docker, PostgreSQL, MongoDB, Restful APIs, Heroku