

Jimmy Zheng

Software Engineer

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Professional Experience

- 2021 **Software Engineer, Pioneer** [🔗](#)
- Co-created an open-source, self-hosted feature flag management system
 - 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 **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
 - Architected systems like quests, pets, placement systems and NPCs
 - Created a full stack game framework/library meant to be embedded as a git submodule
 - Also created basic multiplayer games on **Pygame** like Pong and Agario

Education

- 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

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

Frameworks/Libraries

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

Technologies

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