

Jimmy Zheng

Software Engineer

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

Professional Experience

Software Engineer, *Pioneer* [🔗](#)

2021

Pioneer (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)

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 **Luau** 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

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

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