Kevin Zhang

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SKILLS

React, Redux, JavaScript, Ruby, Ruby on Rails, HTML, SCSS, Mongoose, MongoDB, Node.js, Express.js, AWS S3, SQL, SQLite3, PostgreSQL, Webpack, npm, jQuery, Git, Heroku, p5.js, Firebase

PROJECTS

Median | (React, Redux, Ruby on Rails, PostgreSQL, AWS S3) Live Site | Github

A fully functional clone of Medium that allows users to publish stories, follow other stories, and write comments on stories.

- Implemented a re-usable modal React component that renders either the login or signup container based on the argument passed into the onClick event-handler, which enhances user experience and accelerates access to the website's core functionality.
- Achieved greater user interaction with comments functionality by recursively rendering a React component to handle nested commenting.
- Handled client-side image uploading with AWS S3 along with MiniMagick to compress images for faster initial rendering of images.

Global Window | (MongoDB, Express.js, React, Redux, Node.js, AWS S3, Google Maps API) Live Site | Github

Social Media app that provides a unique user experience for geotagging photos, and searching for popular photos using Google Maps or by tags.

- Managed the React components and Redux reducers for rendering photos to design a slice of state that fetches information based on the geolocation from user input so the Redux state can be scalable to a large user-base.
- Engineered a custom-built solution to handle rendering of photos in an area by passing the longitudinal and latitudinal coordinates of the Google Maps window as params into the url for the onClick event-handler that issues Axios calls to fetch photos within the bounds of the coordinates.
- Architected dynamic rendering of photos in the sidebar in increments of 10, by iterating through the photos slice of state and storing keys of integers as page numbers that point to an array of photos, which improves initial render speeds.
- Engineered stricter favorite/unfavorite feature of photos to only execute one Axios call for a single photo, resulting in smoother updating of favorites slice of state and limiting overhead.

Pupout | (JavaScript, p5.js, Firebase) Live Site | Github

Modern approach on a breakout-style game built using pure JavaScript and graphics rendered by p5.js.

- Incorporated Google Firebase to act as the database for storing highscores, which made fetching and writing highscores incredibly modular with zero performance downsides, even with over hundreds of scores being saved to the Firestore Cloud.
- Improved user experience by implementing a function that adds a click event listener, which listens for a "muted" class tag, and allows users to play or pause music.
- Designed separate gameplay info and highscores tabs using a Flexbox layout, which streamlines the user experience for faster gameplay.

EDUCATION

App Academy - *Software Engineering Certification* June 2020 - Sept 2020

- Immersive 1000 hours+ software development course with heavy focus on full stack web development
- Honed in on data structures and algorithms, problem-solving skills, and collaborative workflow.

University of California, Santa Barbara - *B.S. - Statistical Data Science* Sept 2015 - June 2019

- Relevant Coursework: Principles of Data Science, Probability and Statistics, Design and Analysis of Experiments, Regression Analysis, Advanced Statistical Models, Statistical Machine Learning, Big Data Analytics