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 leave comments on stories.

- Implemented a modal React container that renders either the login or signup container based on the argument passed into the onClick event-handler to enhance user experience, accelerating access to the website's core functionality.
- Structured the feed with three separate React components so that usability is more modular and popular stories stay stickied to the page, which was achieved using SCSS.
- 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 rendering of images and smoother user experience.
- Deployed the app on Heroku and optimized the seeds file using the Faker gem to better handle user data that is deleted or created during demo use.

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

Social Media app that provides users with a service to geotag photos and search for popular photos using Google Maps or search by tags.

- Managed the frontend development of the React / Redux components for rendering photos, and communicated with the backend developers to design a slice of state that only fetches information based on the geolocation from user input so the state can be scalable to a large user-base, which allows for seamless searching and uploading of geotagged photos.
- 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 the Axios calls to fetch photos within the bounds of the coordinates.
- Built a dynamic sidebar for showing photos in increments of 10 if there are greater than 10 photos in the search results, by iterating through the photos slice of state to create an object for storing keys of integers to represent page numbers and values storing an array of photos.
- Engineered stricter favorite/unfavorite feature of photos to only execute one Axios call for a single photo, resulting in smoother updating of favorites and limiting overhead.

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

Modern approach on a breakout-style game that uses purely JavaScript and p5.js to render graphics.

- Accelerated the development by utilizing p5.js to render all objects, which reduced the time and spent drawing the game canvas and rendering text on the canvas.
- 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.
- Handled object collision with an object-oriented design to produce 50% DRY-er code, which led to faster development of game logic and improved scalability when implementing gameplay features such as powerups (treats) to augment gameplay.
- Improved user experience by implementing a function that adds a click event listener, which listens for a "muted" class tag, on a music icon so users can interact with it 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

University of California, Santa Barbara - *B.S. - Statistical Data Science* (Spring 2019)

App Academy - Immersive software development course with focus on full stack web development (June 2020)