Ricky Zheng

Software Engineer

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SKILLS

JavaScript, Ruby, Python, R, SQL, MongoDB, SQLite3, PostgreSQL, React, Redux, HTML, Ruby on Rails, HTML, CSS, SCSS, Canvas, AJAX, Node.js, Object-Oriented Programming, Mongoose, Express.js, AWS S3, Babel, Webpack, Bootstrap, jQuery, Git, Heroku

EDUCATION

App Academy | New York City, NY | 2020-2021

Rigorous software development coding bootcamp with focus on full stack web development.

University of North Carolina at Chapel Hill | Chapel Hill, NC | 2015 - 2019

Bachelor of Science in Biology | Chemistry Minor |

EXPERIENCE

Software Engineer & Technical Coach | App Academy   **Oct 2021 - Present**
- Managed, code reviewed, and debugged individual and group student projects, ensuring code quality and user experience are of professional standard.
- Administered mock interviews to job seekers, assessing and improving proficiency in data structures, system design, and communication skills.

Software Engineer Intern | Railcare Health   **Mar 2021 - June 2021**
- Prototyped frontend design for user interface with UI designers using Figma building first set of templates..
- Debugged and implemented tests to ensure future website stability and quality SEO in new builds.
- Collaborated with a remote team of developers within an agile approach to project management.

Life Insurance Agent | World Financial Group   **Apr 2019 - Mar 2020**
- Consult clients about life products and provide suitable product information that best fits the clients needs.
- Accelerated daily follow-ups in working with IT to process documents in return reduced delay of information to clientele and improved 50% faster response time between the client and agent.
- Led training of new hires and developed training procedures raising productivity and readiness by 70%.

PROJECTS

Jello | (React, Redux, Ruby on Rails, PostgreSQL, CSS3, Webpack)   **live site | github**

A full stack web application inspired by Trello using Ruby on Rails framework and React.
- Designed APIs and used **React-Router** library for personal boards using **jbuilders** and **Rails** to query using **AJAX** requests which allows middlewares to receive **RESTful** information from our database to the frontend.
- Integrated Drag and Drop library with React UI allowing swapping of content and visual performance.
- Leveraged **BCrypt** library to hash and salt passwords to prevent password exploitation and built a switch script for sessions stored in cookies to nullify the user session when a user logs out.

Bubble Pop | (JavaScript, CSS3, HTML5, Canvas, Heroku, Webpack)   **live site | github**
- Incorporated HTML canvas for UI designing of the web game and rendition of game mechanics such as the bubbles, the launcher, and the board.
- Built collision functions in JavaScript classes to allow bubbles to snap onto a relative position on the board after colliding with either the top of the board or another bubble object.