

# Ricky Zheng

phone: 1 (910)-258-4238

email: [RICKYZHENG@YMAIL.COM](mailto:RICKYZHENG@YMAIL.COM)

New York, NY

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

## Skills

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

## Projects

**GroupRide** | MongoDB, Express.js, React, Node.js, Webpack, GIMP |

[live site](#) | [github](#)

*A team-based MERN stack application that allows Bikers to schedule and create ride events:*

- Uses **React** and **Redux** to dynamically present information depending on current state allowing the user to login through modals and interact with event feeds.
- Lead frontend designs, providing creative and efficient inputs and enabling **RESTful** calls to be serviced for UI applications supporting data fetching from the client.
- Incorporate **Express.js** to retrieve promises connecting stored data in **MongoDB** and using **React** to manage the current state allowing users to retrieve their session to either log in or sign up.

**Jello** | JavaScript, React / Redux, Ruby on Rails (RoR), PostgreSQL, CSS3, Webpack |

[live site](#) | [github](#)

*A React and RoR [Trello Clone](#) - a collaboration tool that organizes your projects into boards similar to sticky notes.*

- Using **jQuery** to establish connections between Rails and React by querying JSON using **AJAX** requests to allow **middlewares** to receive RESTful information to be sent to frontend and processed for rendering.
- Integrate **React Drag and Drop** library to **React UI** to allow swapping of content from list to another list.
- Leveraging **BCrypt hashing algorithm** to authenticate users, preventing unauthenticated users from accessing restricted pages.

**Bubble Pop** | JavaScript, CSS3, HTML5, Heroku, Webpack |

[live site](#) | [github](#)

*JavaScript game where users shoot bubbles to match other bubbles until board is cleared:*

- Implement hexagonal collision algorithms in pure **JavaScript** 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.
- Incorporate **HTML5 canvas** for **UI design** of the game and rendition of game mechanics such as the bubble, the launcher, and the board.

## Experience

**Life Insurance Agent** | World Financial Group | April 2019 - March 2020 |

- Provided financial education to clients that are looking forward to investing their future.
- Built and led training sessions of new software and procedures, allowing team members to be better agents.

**Communications Chair** | Railcare Health [ Non-Profit ] | January 2017 - March 2019 |

- Fundraised and managed \$3,000 in donations ensuring organization to be able to purchase a vehicle and assisted in modification of the vehicle as a mobile screening unit.
- Managed and connected relations with partners to authorize scheduling of events, providing health education events and screening. Ensuring legal and proper protocols to enable successful first clinic launch.

## Education

**App Academy** | Spring 2020 | New York, NY | 1500+ hour curriculum

Immersive software development course with focus on full stack web development with < 3% acceptance rate

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

Bachelor of Science in Biology and Business Minor