

# Ricky Zheng

Software Engineer

phone: (910)-258-4238

email: [rickyzheng@gmail.com](mailto:rickyzheng@gmail.com)

Brooklyn, NY

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

## 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

## PROJECTS

**GroupRide** | (MongoDB, ExpressJS, React, NodeJS, Webpack, GIMP)

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

A web application built for bikers to create a community to schedule biking events

- Managed team organization improving group workflow to architect and developing API endpoints.
- Implemented Git workflow best practices to avoid merge conflicts and maximize productivity.
- Integrated Google Maps and Geolocation API to showcase routes on Google Maps providing users a visual presentation of the event.
- Incorporated ExpressJS as middleware for backend connections to modify data to the database: MongoDB.

**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.

## EXPERIENCE

**Volunteer Software Engineer** | [Railcare Health](#)

Mar 2021 - June 2021

- Prototype frontend design for user interface with UI designers using Figma.
- Debugged and implemented tests to ensure future website stability.
- Collaborated with a remote team of developers within an agile approach.

**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 inclusion by 70%.

## EDUCATION

[App Academy](#) | New York City, NY | 2020

Highly selective software development coding academy with focus on full stack web development and emphasis on test driven development.

[University of North Carolina at Chapel Hill](#) | Chapel Hill, NC | 2015 - 2019

Bachelor of Science in Biology | Chemistry Minor |