

# Lun Zhang

<http://lunzhang.github.io>

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## Profile

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### Stony Brook University

*Bachelor of Science*

- Major: Computer Science
- GPA: 3.58

Stony Brook, NY

2012-Dec 2015

## Skills

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**Languages:** javascript, html5, css3, sass, Java

**Frameworks:** AngularJS, jQuery, Bootstrap, Foundation, Cordova/Ionic, Express, Spring, Hibernate

**Applications:** nodejs, git, gulp

## Experience

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### Front-End Developer Intern

*bluum*

New York City, NY

Summer 2015

- Building responsive and single application web pages
- AngularJS, jQuery, and Foundation with sass, compile using Ruby Gem Compass
- Mobile application built in nodejs module Apache Cordova with Ionic and AngularJS
- Atlassian Jira project manager and SourceTree Git client with Bitbucket repository
- PHP Magento ecommerce , Selenium IDE web automate

## Projects

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### BSxSB

*Course Project: Software Engineering, Web and Database Application*

- Java web application allowing students to create class schedules with desired criteria
- Spring MVC v4.0.1 with Hibernate v4.3.1, Bootstrap Bootswatch Cerulean GUI
- NetBeans Glassfish v4.1Server and Stony Brook MySQL server (MySQL workbench)
- <https://github.com/lunzhang/BSxSB>

### Lunarie

*Personal Project: Mobile*

- Game where random circles spawn and users have to tap them before timer runs out
- Apache Cordova with Ionic and AngularJS
- Bootstrap Sass framework compiled with Gulp Build System
- <https://play.google.com/store/apps/details?id=com.ionicframework.lunarie407588>

### ScoreTracker

*Personal Project: Mobile*

- Application allowing users to keep track of score for games
- Apache Cordova with Ionic and AngularJS
- Bootstrap Sass framework compiled using Gulp build system
- <https://play.google.com/store/apps/details?id=com.lun.scoretracker>