

Michael Zhu

Software Engineer

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EDUCATION

App Academy

Jul 2017 – Oct 2017

- ❖ 1000-hour full-stack web development boot-camp with <3% acceptance rate
- ❖ Teaches full-stack web development: Rails, SQL, React, TDD, algorithms and programming best practices

UC Berkeley

2011 – 2015

- ❖ B.A. Economics
- ❖ Relevant courses:
 - Structure and Interpretation of Computer Programs
 - Linear Algebra & Differential Equations

SKILLS

- ❖ JavaScript
- ❖ React
- ❖ Node.js
- ❖ Ruby
- ❖ Ruby on Rails
- ❖ Redux/FLUX
- ❖ HTML5/CSS3/SASS
- ❖ Express.js
- ❖ MongoDB
- ❖ PostgreSQL/MySQL
- ❖ jQuery
- ❖ RSpec
- ❖ Git
- ❖ Websocket
- ❖ Test Driven Development
- ❖ RESTful Architecture

PROJECTS

Tactical Warfare

• Full Stack Developer [Live](#) | [GitHub](#)

(*Babylon.js / Node.js / Express.js / Socket.io / MongoDB / HTML5 / CSS3*)

Architected and built a 3D multi-player competitive online tank game

- ❖ Designed 3D game scenes, gameplay physics and animations with Babylon.js for better visualization and realistic user interface
- ❖ Built entire back-end framework for user authentication with Express.js, Node.js and MongoDB
- ❖ Utilized Socket.io to establish a two-way (bi-directional) ongoing conversation between two players for chat and game state synchronization
- ❖ Led key features proposal, planning to implementations and facilitated discussion over important potential issues

Zoomm

• Sole Developer [Live](#) | [GitHub](#)

(*JavaScript / React / Redux / Sass / jQuery / Rails / Postgres*)

Built a photo-sharing web application for professional photographers

- ❖ Implemented responsive design, Redux architecture, RESTful JSON API rendering jBuilder views, and hand-rolled user authentication using MVC web framework
- ❖ Employed Active Record to maintain and store relational data between users, their followers, uploaded photos, etc.

Doodle Fall

• Sole Developer [Live](#) | [GitHub](#)

(*JavaScript / HTML5*)

Created a vertical-scrolling game similar Doodle Jump with Vanilla JavaScript

- ❖ Used DOM manipulation to populate and control animations
- ❖ Leveraged Object-Oriented Design to manage collision detection and resolution
- ❖ Utilized asynchronous event handlers to manage game logic and reset functionality

EXPERIENCE

Fabric Genomics

Financial Analyst – FP&A / Oakland, CA / Jan 2017 – Jul 2017

- ❖ Implemented Customer Relationship Management software and trained sales team to improve streamlining the sales process
- ❖ Developed numerous forecasting models to examine company's projected short- and long-term growth based on key indicators, sales projections, cash flow analysis, and assets valuation
- ❖ Integrated a cloud-based solution for employee's equity plan management

Ethos Lending

Financial Analyst / San Francisco, CA / 2015 – 2016

- ❖ Performed profit variance analysis and salvaged thousands of dollars from the investors for the company.
- ❖ Designed and implemented scalable FP&A and financial processes that support the needs of a dynamic business