

MICHAEL ZHU

Software Engineer / Web Developer

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EDUCATION

University of California, Berkeley

2011 – 2015

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

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.js, TDD, algorithms and programming best practices

SKILLS

- ❖ JavaScript
- ❖ React.js
- ❖ 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

Zoomm

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

(JavaScript / React.js / Redux / Ruby / Rails / PostgreSQL / SASS / jQuery)

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 with PostgreSQL to maintain and store relational data between users, their followers, uploaded photos, etc.
- ❖ Integrated Cloudinary API that allows users to upload and store their photos to the cloud hosting service with ease

Tactical Warfare

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

(JavaScript / Babylon.js / Node.js / Express.js / Socket.io / MongoDB)

Architected and built a 3D multi-players 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

Doodle Fall

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

(Vanilla JavaScript / JavaScript / HTML5 / CSS3)

Created a vertical-scrolling JavaScript game similar Doodle Jump

- ❖ Used DOM manipulation to populate and control animations, and manage collision detection and resolution
- ❖ Wrote modular and reusable code by leveraging Object-Oriented Design
- ❖ Utilized asynchronous event handlers to manage game logic and functionality

EXPERIENCE

Fabric Genomics

Financial System Analyst

Oakland, CA / Jan 2017 – Jul 2017

- ❖ Built intuitive and efficient user interface for company's CRM software tool that manages over 20,000 contacts and accounts
- ❖ Analyzed financial activities using Excel modeling (Vlookup, PivotTable, VBA, etc.) including the monthly close process, balance sheet account valuations and reconciliations, expense budgeting and forecasting, long-range planning, and expense allocations to departments
- ❖ Extracted data from QuickBooks and Zoho to create key performance indicators reports for each business units monitoring sales, volume, services and marketing effectiveness

Ethos Lending

Financial Data Analyst

San Francisco, CA / Jun 2015 – Oct 2016

- ❖ Rebuilt and improved programs used for monitoring daily margin and equity balances, cash positions, and run-rate calculations, saving the company 5 hours of processing time per week
- ❖ Performed monthly profit variance analysis using custom Excel formulas and salvaged thousands of dollars for the company from the loan servicers