Michael Zhu
Software Engineer / Web Developer

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EDUCATION

UC BERKELEY
2011 – 2015

- ❖ B.A. Economics
- ❖ Relevant courses:
  - o Structure and Interpretation of Computer Programs
  - o 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

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.js / Redux / Sass / Rails / PostgreSQL)

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

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
System/Financial 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 / 2015 – 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