






MICHAEL ZHU

SOFTWARE ENGINEER

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SKILLS

- JavaScript
- React.js + Redux.js
- Node.js
- jQuery
- Ruby
- Ruby on Rails
- Express.js
- RSpec/ Enzyme / Jest
- PostgreSQL/MySQL
- MongoDB
- HTML5
- CSS3/ SASS
- Git
- MVC
- WebSockets
- Test Driven Development

EDUCATION

SOFTWARE ENGINEERING

App Academy
2017 – 2017

BACHELOR OF ARTS

Economics
University of California,
Berkeley
2011 – 2015

PROJECTS

ZOOMM – [Live Site](#) | [GitHub](#)

(JavaScript (ES6), React.js, Redux.js, Ruby, Rails 5, PostgreSQL, MVC, HTML5, SASS)

Single page photo-sharing web application with user authentication, photo uploads, responsive photos display and user following feature

- Implemented secure user authentication using PostgreSQL, SecureRandom, and BCrypt
- Integrated cloud storage API that allows users to upload and store their amazing photos
- Designed and implemented consistent and responsive UI/UX following flat UI design cues, consistent CSS styling and effects, and media queries
- Employed Active Record with PostgreSQL to maintain and store relational data between users, their followers, uploaded photos, etc.

TACTICAL WARFARE – [Live Site](#) | [GitHub](#)

(JavaScript (ES6), Babylon.js, Node.js, Express.js, MongoDB, Socket.io, HTML5, CSS3)

Two player 3D online Tank game with user authentication, live game play, live chat, responsive UI, and realistic and engaging gameplay

- Designed and engineered smooth and responsive UI using HTML, CSS transition attributes, JavaScript events, and realistic 3D game scenes and gameplay physics with Babylon.js
- Integrated WebSockets to enable live game play and live chat between two players
- Set up entire back-end framework for user authentication using Express.js, Node.js, and MongoDB
- Facilitated collaboration through careful system design, consistent Git workflow, object oriented programming, MVC pattern, and modular code

DOODLE FALL – [Live Site](#) | [GitHub](#)

(Vanilla JavaScript, HTML5, CSS3)

A vertical-scrolling JavaScript game similar to Doodle Jump

- Used DOM manipulation to implement and fine-tuned consistent and responsive 2D game sprites animation and collision detection
- Wrote modular and reusable code by leveraging Object-Oriented Design
- Utilized asynchronous event handlers to manage game logic and functionality

EXPERIENCE

QUALITY SYSTEM ANALYST

Fabric Genomics

Oakland, CA / Jan 2017 - Jul 2017

- Built and designed an intuitive user interface for company's SaaS CRM software tool that manages over 20,000 contacts and accounts
- Worked closely with marketing team on strategies to expand company's online presence and integrate MailChimp for collecting customer feedback, which increased website visits by 60%
- Formulated and summarized large-scale financial data using VBA programming language
- Wrote detailed software guide documentation and gave multiple demos to each team about the new updates
- Tested new software products to identify and resolve any performance issues

DATA ANALYST

Ethos Lending

San Francisco, CA / Jun 2015 - Dec 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