




Yu Zhu Sherry Ou

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Education

University of Houston

B.S in Computer Science, Minor in Mathematic; GPA: 3.2

Houston, TX

Expected Dec 2026

Work Experience

BocomalFR

Shopify Web Developer

Houston, TX

Jun. 2025 - Aug. 2025

- Planned, designed, and rebuilt the company's e-commerce website using Shopify, improving site flow and reducing user friction across key conversion paths.
- Integrated third-party services including Plaid, Sila, and Google Cloud Functions to support new financial and user-facing features.
- Collaborated with design and business teams to align site flow with brand identity and increase conversion rates.
- Optimized slow-loading app pages by consolidating repetitive DB queries into efficient batch operations, significantly reducing load times.

Costline Technology

Frontend Developer Intern

Los Angeles, CA (Remote)

May 2023 - January 2024

- Contributed to UI/UX improvements and frontend bug fixes across multiple workflows; introduced new features based on product specs.
- Designed and implemented REST controllers, updated documentation, and improved CI/CD pipelines.
- Set up alerting and monitoring dashboards; collaborated with cross-functional teams to align backend services with product requirements.

Projects

MERN Blog Platform

Apr. 2025 - May 2025

- Built a full-stack blog application using the MERN stack with user authentication, markdown editing, and live updates.
- MongoDB for structured content storage and Node.js for scalable backend routing.
- React frontend includes dynamic rendering and smooth UX for content creation and reading.
- Utilized: MongoDB, React, Node.js, JavaScript

Museum Database Web App

Aug. 2024 – Nov. 2024

- Developed a secure, role-based web portal (visitor, employee, manager) using React and Node.js
- Integrated Stripe API for payment processing of tickets, memberships, and donations
- Designed and implemented a SQL database for accounts, transactions, and staff scheduling
- Built dynamic dashboards and sales reports using Chart.js for visitor analytics
- Utilized: React, Node.js, Flask, MySQL, Stripe API, Chart.js, Bootstrap, SQL

Ball World Simulation

Feb. 2024 - May 2024

- Engineered a complex bouncing ball simulation in Java, leveraging object-oriented design and MVC architecture.
- Applied the Visitor design pattern for flexible algorithm interaction; GUI built with WindowBuilder.
- Created a modular, extensible framework that supports new ball behaviors without modifying existing code.
- Utilized: Java, Eclipse, WindowBuilder, MVC, Visitor Pattern

Technical Skills

Proficient	C++ Java Python HTML/CSS JavaScript MySQL MongoDB React.js Node.js
Familiar	jQuery Next.js Bootstrap Agile Angular Vue.js Django Typescript
Technologies	Visual Studio Code Jupyter Figma Git Unity AWS NumPy Google Cloud Firestone