

Qin Zhu

Software Engineer

Github: <https://github.com/zhu-qin>

Portfolio: <https://qin-zhu.com>

Email: qqinzhu@gmail.com

Projects:

BasePage (Ruby on Rails & React JS/Flux):

[LIVE](#) | [Github](#)

Single page web application for organizing projects; inspired by basecamp.com

- Slim and reusable React components makes the code dry, readable and easy to debug.
- Designed following the flux pattern of uni-directional data flow. Components respond to changes in relevant data stores. This makes tracing the propagation of data easy to trace.

Space Invaders (Javascript on HTML canvas):

[LIVE](#) | [Github](#)

- Object-oriented designed game based on the classic game.
- Instances of all objects pertaining to the game are stored in arrays within the game object and drawn once per state. This allows for easy future addition of any new objects.
- Sprite sheets are used to animate some parts of the game to add some flare to the game.

Ruby ORM (Ruby):

[Github](#)

- Object Relational Management system implemented in the Ruby inspired by Active Record. Tables are mapped to class names. Association methods can be made using class methods which relate tables through abstracted SQL queries.

Skills:

Ruby	JavaScript	HTML	SQL	Git
Rails	ReactJS/Flux	CSS	jQuery	AWS

Education:

App Academy (September 2016)

- Full-stack 1000+ hour web-development immersive with a < 5% acceptance.
- Course emphasis on pair programming, code quality, and efficiency.

Stony Brook University (Chemical Engineering)

- 3.2/4.0 GPA

Experience:

Redwood Tutoring / Art Studio, Brooklyn, NY:

Owner and Manager (2013 - 2015)

- Offered courses in math, english, and painting to students.

KLK Environmental, South Kearney NJ:

Environmental Scientist (2008 - 2013)

- Finalized reports to the DEP detailing clean sites after remediation.

