

Qin Zhu

Software Engineer

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

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

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Projects:

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

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

Single page web application for organizing projects

- Designed following the flux pattern of unidirectional data flow. Components respond to changes in relevant data stores. This allows data to be traced in one direction making it easier to debug and add additional features.
- Stores uploads in the cloud via Amazon Web Services, allowing the app to scale.
- Components are reused often to keep code DRY, allowing for easy debugging.

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 are drawn once per state. This allows for easy future addition of any new objects.

Ruby ORM (Ruby):

[Github](#)

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

Skills:

Ruby	JavaScript	HTML	SQL	Git
Rails	React.js	CSS	jQuery	AWS

Education:

App Academy (September 2016)

- Full-stack 1000+ hour web-development immersive with a < 3% acceptance rate.
- Course emphasis on pair programming, code quality, and efficiency.

Stony Brook University (Graduated 2008 with bachelors in Chemical Engineering)

- 3.2/4.0 GPA

Experience:

Redwood Tutoring / Art Studio, Brooklyn, NY:

Owner and Manager (2013 - 2015)

- Maintained student participation by structuring classes, teachers and students to engage in small groups, where students can freely ask for help when needed.

KLK Environmental, South Kearney NJ:

Environmental Scientist (2008 - 2013)

- Supervised teams in soil and groundwater remediation projects.
- Compiled reports to the DEP and ensured all projects to pass tests.