

LI ZHANG

281.777.6796

li3zhang@gmail.com

 www.lizha.ng

 github.com/vorpus

 linkedin.com/in/zhangio

PROJECTS

Acebook - Rails, React, Redux - *Full-stack social networking app*

[Live](#) | [Github](#)

- Developed combination of ActiveRecord and SQL queries to prefetch data to improve loading times and reduce number of database requests
- Integrated app with AWS S3 to reduce server stress and improve application scalability
- Added infinite pagination with AJAX requests, removing friction to view additional content

Picasso - D3.js, jQuery - *Random art generation in HTML5 Canvas*

[Live](#) | [Github](#)

- Leveraged data visualization library to perform geometric calculations and combined data with HTML5 Canvas to create unique patterns
- Implemented multiple shading algorithms to reduce rendering time and improve application accessibility for all users

docGhost - JavaScript - *Lightweight DOM manipulation library*

[Github](#)

- Developed library to traverse and manipulate HTML DOM elements and send AJAX requests, improving code readability and 'DRY'-ness of code

SKILLS

- JavaScript, Ruby on Rails, Python, React + Redux, jQuery, SQL, HTML/CSS, jQuery, Git

EXPERIENCE

Engineer - Devon Energy Corporation (May 2012 - Apr 2016)

- Created VBA scripts to automate MySQL database queries, improving data consistency and reducing engineering time from 50 hours to 3 hours
- Implemented Python scripts to download images from Google Maps API using land survey coordinates, improving reporting time and eliminating need for engineer input

EDUCATION

Web Development - App Academy (2016 - 2017)

- 1000+ hour web development course with < 3% acceptance rate
- Topics include test-driven development, OOP, REST, algorithms, and design patterns

B.S. Petroleum Engineering - The University of Texas at Austin (2008 - 2012)

- Final GPA: 3.5 / 4.0; Curriculum highlights: Matlab, Statistics, Differential Equations

ACCOMPLISHMENTS

- First place at 2011 Yahoo! University Hackathon, team of 4 created multi-user boggle game
- Published iOS app to App Store and two apps to Windows Phone Marketplace (2011)