

Lulu (Zilu) Zhu

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Front End Developer with a background in UI/UX design who's passionate about beautiful and clean user experiences. Thrives in creative multidisciplinary teams, and loves to problem solve.

EDUCATION

University of California San Diego B.S. in Computer Science, minor in UI/UX Design, GPA 3.4 Graduated **Jun 2022**

SKILLS

Languages Javascript | HTML | CSS | Python | Java | Typescript | C

Front End ReactJS | REST APIs | NodeJS | Bootstrap | AngularJS | Unit and E2E Testing (Jest, Cypress)

Design Figma | UI/UX Design | Wireframing | User Research | Photoshop | Adobe XD | Illustrator | Indesign

PROJECTS

Yelp Camp — Fullstack Engineer

May 2023 - Jun 2023

- Created CRUD web application of a community site for campers in 1 month using ReactJS, JSX, and CSS Flexbox
- Integrated Firebase for user authentication and real time database, and NodeJS for date time objects
- Improved accessibility by 3x by conducting cross-browser and device compatibility testing to adhere to WCAG and SEO best practices through responsive web development, linters, and guidelines

UI/UX Portfolio — Front End Developer and UI/UX Designer

Jul 2022 - Oct 2022

- Designed portfolio website from ground up through a high fidelity prototype on Figma emphasizing responsive design
- Implemented and deployed lightweight web application using HTML5, CSS Flexbox, Bootstrap, and media queries
- Analyzed self-set scope progress weekly and adapted deadlines based on milestones, pace, and debugging needs

Pomodoro Timer — Front End Developer

Jan 2021 - Mar 2021

- Built Pomodoro timer web application in 10 weeks with a 10 person team using Javascript, HTML, CSS
- Executed audio functionality, buttons, light/dark mode, and performed Jest and Cypress testing
- Applied continuous integration in an Agile environment on Github
- Devised and utilized custom CI/CD pipeline with a superlinter for syntax and style checking, unit tests, and automatic documentation using JSDocs, allowing for quality focused code development

EXPERIENCE

General Atomic — Software Engineer Intern

Jun 2021 - Jun 2022

- Developed 4 Python scripts automating data acquisition, processing, and summarizing for fusion research
- Reduced user error in data manipulation by 5x by engineering scripts for enhanced user-friendliness and safety
- Created algorithm to automate daily tasks involving data such as pulling experiment data from a complex file structure, increasing the team's efficiency by 18x
- Established documentation standards for classes, functions, variables, and edge cases for non-technical users

University of Rochester's Laboratory for Laser Energetics — Fullstack Intern

Jul 2020 - Sep 2020

- Initiated web application to provide researchers with diagnostic setup information based on desired user configurations using AngularJS, Bootstrap, and NodeJS, allowing for more accurate experiment results
- Wireframed and storyboarded UI/UX design of the preliminary project
- Updated graph library to CanvasJS to enhance accuracy by providing a detailed view of the metrics and data
- Facilitated communication between the software engineering team of 5 to modernize outdated technical procedures

CERTIFICATES

Build a React & Redux App w/ CircleCI CI/CD, AWS & Terraform — Udemy

Aug 2023 - Oct 2023

- Constructed an streaming service web application using AWS S3, Cloudfront, The Movie Database API, Docker, DevOps