

# Ash Zhang

[Github](#) | [Linkedin](#) | [PersonalBlog](#)

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## SUMMARY

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Hard-working Web Developer with 3+ years of experience developing, designing, and maintaining complex sites and Web applications. Specializes in Vue.js and Computer Graphics technique. ACM SIGGRAPH Member. Passionate about new technologies in the industry. Regular attendee of programmer hackathons.

## SKILLS

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JavaScript · Java · C# · Python · HTML5 & CSS3 · SASS · SQL

Vue.js · React.js · Three.js · Node.js · Express.js · Flask · jQuery

PostgreSQL · MySQL · MongoDB · Git · Bootstrap · Ant-design · Bulma

Webpack · Babel · Mocha · Jest · Vuex · Redux

## EXPERIENCE

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Tap4fun Co.,Ltd,

*Mar 2017 - Apr 2018*

### Web Developer

- Designed and developed 5 web applications and websites for internal clients. Using Vue.js, React.js, Flask, Node.js, Bulma, MongoDB to build MVC architecture websites with RESTful APIs.
- Created 10+ custom Vue.js components for the internal framework. Increased the efficiency of developing and rapid prototyping for the web development team.
- Developed unit testing for each project for the features testing and data validations.
- Designed and keep optimized a user-friendly backstage management portal for internal websites.
- Hosted 2 technology-sharing sessions about React.js and Vue.js for a 30-people Web development team.

## EDUCATION

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University of Technology Sydney, *Faculty of Engineering and Information Technology*

**2019 - 2021**

Master of Information Technology, High Distinction. GPA 6.6 out of 7. WAM 87

2021 Postgraduate Dean's list

2021 Student Games Showcase

University of Electronic Science and Technology of China, *School of Electronic Science and Engineering*

Bachelor of Engineering, Electronic Engineering

**2013 - 2017**

The First Price Scholarship

# Projects

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## Voronoi structure generating tool (Research project)

*Apr 2021 - To date*

- Used three.js as the rendering engine. Increased the performance of rendering Voronoi structure
- Implementing Delaunay triangulation and Jump Flood Algorithm in the geometry computing process. Created data structures to store distance fields and applied the ray-marching technique to generate the structure.

## Virtual Museum Experience ([Hackathon project](#))

*Mar 2021 - Mar 2021*

- Developed an online web application using three.js and vue.js.
- Developed an interactive virtual museum web application in a two-day Hackathon. Developed a virtual scene that includes a complex light environment and multiple cameras. Created a GUI to control the setting of the environment.
- Created a tool to load 3D objects into the scene using JSON configurations. Made the project scalable to connect to other scenes after finishing the Hackathon.

## Personal Blog website ([listenerAsh](#)) · [GitHub](#)

*May 2020 - Jun 2020*

- Designed and developed a personal blog for exhibiting my projects and listing my notes.
- Developed the website using the Vue.js framework and deployed the page using Github Pages.
- Created 2 custom Vue.js components and integrated several external plugins to optimize the user experience.

## Online MOOC platform

*Jun 2017 - Sep 2017*

- Implemented Vue.js as front-end framework and Flask as backend framework, MongoDB as database.
- Applied responsive design to the modern UI using CSS Grid and Bulma.
- Used Vue-router to config routing strategy and Vuex to do state management.

# Accomplishments

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## Coursera certificates

[Introduction to HTML5](#) - University of Michigan

[Interactivity with JavaScript](#) - University of Michigan

[Advanced Styling with Responsive Design](#) - University of Michigan

[Introduction to CSS3](#) - University of Michigan

[Server-side Development with NodeJS, Express and MongoDB](#) - The Hong Kong University of Science and Technology

## Microsoft Certified

[Azure AI Fundamentals](#) - Microsoft Azure