Dan Zheng

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CS Purdue University | May 2019
github.com/Dan-Zheng
danzheng.me

Experience

Information Technology at Purdue University | West Lafayette, IN　　　　**Fall 2015 – Present**
LON-CAPA Programmer
— Develop for LON-CAPA course management system at Purdue University
— Work with mathematics department to implement dynamic math problems using Perl

BoilerCamp | West Lafayette, IN　　　　**Fall 2015**
Mentor
— Volunteered at day-long workshop teaching students how to make a personal web app

Air Force Research Laboratory Discovery Lab | Dayton, OH　　　　**Summer 2015**
Software Engineering Intern
— Collaborated with a team on ProjectAVATAR, an interactive virtual map software that allows simple visualization of media in a virtual environment

Material Wrld | New York City, NY　　　　**Summer 2013**
Developer Intern
— Performed market research and worked on basic web development for fashion startup
— Learned about entrepreneurship and startup culture

Skills

Programming
Proficient:
— Java, JavaScript, Python, Swift
Familiar:
— C, C++, Objective-C, PHP, Perl
Other
— Git, GitHub, HTML/CSS, Nginx, Regex, Vim, Zsh

Projects

Cubed　　　　**Fall 2015 *(in progress)***
Web Application
— A site that teaches people how to solve a Rubik's cube from a scrambled state
— Currently working on cube color detection from photos

Bropay | OHI/O　　　　**Fall 2015 *(in progress)***
Apple Watch/iOS Application
— A payment app for Apple Watch users to perform transactions by fist-bumping
— Currently implementing machine learning algorithm for fist-bump detection

Happy Libs　　　　**Fall 2015**
Web Application
— A mad-libs template word game generator
— Replaces some words in story with similar, unrelated words for comedic effect

Gradients | VandyHacks　　　　**Fall 2015**
JavaScript Game
— A simple, intuitive color puzzle game based on Blendoku