

# David Zheng

Flushing, NY, 11355

Cell: (646) 549 5592

Email: [david.zheng@nyu.edu](mailto:david.zheng@nyu.edu)

Site: <https://daviddev21.github.io/portfolioSite/>

LinkedIn: <https://www.linkedin.com/in/david-zheng-977746b2/>

## EDUCATION

---

**New York University**, Tandon School of Engineering, New York, NY

**Expected May 2020**

Bachelor of Science, Computer Science

Awards: Dean's List 2017-2018    GPA: 3.9

**Relevant Courses:** Data Structures, Algorithms, Databases, Networking, Software Engineering, OOP

## SKILLS

---

**Programming Languages:** Python, C++, HTML, CSS, JavaScript, SQL

**Tools / Frameworks:** Adobe Photoshop, Git, Bootstrap

**Foreign Languages:** Mandarin

## EXPERIENCE

---

**Chairseven**, New York, *QA Intern*

**July 2018 - Aug 2018**

- Issued and completed correction tickets on Gitlab
- Debugged and modified existing codebase
- Performed QA on web interactives for a psychology curriculum published by W.W. Norton
- Participated in pair coding activities and daily scrum meetings

**Full Stack Modular**, New York, *IT Intern*

**June 2017 - Aug 2017**

- Collaborated on a web-based knowledge capture platform to streamline flow of information within the company
- Developed a Winform application using C# to automate folder structure creation
- Prototyped a web management system to query design files to a 3<sup>rd</sup> party software
- Utilized web technologies: HTML, CSS, JavaScript, PHP, MySQL

## PROJECTS

---

**Capstone Project – Shuffle** (<https://github.com/DavidDev21/Shuffle>)

**Sept 2018 - Present**

- Designing a web application with the goal of improving the career searching process for college graduates
- Leading weekly team meetings and applying software engineering practices
- Coordinating code tasks and managing project schedule

**Database Project – PriChoSha** (<https://github.com/DavidDev21/CS3083-PriCoSha>)

**Sept 2018 – Dec 2018**

- Developed a web application that allows users to share content with others
- Utilized Python Flask to query a MySQL database

**GPlatform** (<https://github.com/DavidDev21/GPlatform.git>)

**Jan 2018 - Jan 2018**

- Created a 2D platformer game in Unity 5
- Designed in-game graphics and wrote C# scripts for in-game mechanics

## EXTRACURRICULARS

---

**FIRST Robotics Team**, Fresh Meadows, NY, *Head Programmer, and Co-Captain*

**Sept. 2013 - June 2016**

- Managed, trained, and assisted eight programmers within the robotics teams
- Handled electronic wiring, and robot modifications during competition
- Troubleshooted hardware and software issues
- Programmed semi-autonomous robots using RobotC and Java