

David Zheng

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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, Object Oriented Programming, Algorithms,
Software Engineering, Databases, Networking

SKILLS

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

Programs: Adobe Photoshop, Microsoft Office Suite, Git

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
- Utilized Agile methodologies and attended 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 3rd 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

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

Sept 2018 – Present

- 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
- Learnt about Unity tools for game design

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