David Zheng

Flushing, NY, 11355
Cell: (646) 549 5592
Email: david.zheng@nyu.edu
Github: https://github.com/DavidDev21

EDUCATION

New York University, Tandon School of Engineering, New York, NY   **Expected May 2020**
Bachelor of Science, Computer Science
Awards: Dean's List 2017   GPA: 3.9
Relevant Courses: Data Structures, Object Oriented Programming, Discrete Mathematics,
  Algorithms, Computer Architecture, Data Analysis, Operating Systems (Spring 2018)

SKILLS

Programming Languages: Python, C++, HTML, CSS, JavaScript, PHP, MySQL
Programs: Unity 5, Adobe Photoshop, Microsoft Office Suite, Drupal, Git
Foreign Languages: Mandarin

PROJECTS

GPlatform   **Jan 2018 - Jan 2018**
- Created a 2D platformer game in Unity 5
- Designed in-game graphics and wrote C# scripts for in-game mechanics
- Can be found on: https://github.com/DavidDev21/GPlatform.git

Security Infiltration Robot   **Jan 2017 - May 2017**
- Designed and built an autonomous robot that scanned barcodes to open gates and complete obstacles with a team of three people
- Implemented an iterative approach towards design challenges
- Performed rigorous testing of software and sensors to maximize success and efficiency
- Utilized LEGO Mindstorm Designer and Programming software

EXPERIENCE

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 development stack: HTML, CSS, JavaScript, PHP, MySQL

Gassman Financial Group, New York, *Intern*   **July 2016 - Aug 2016**
- Provided meaningful insight on website logo during design meeting
- Designed graphics for website
- Prepared client presentation binders, created fillable pdf forms, and performed data entry

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