

John Zeng

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EDUCATION

Purdue University

Bachelor of Science

West Lafayette, IN

Expected May 2026

- Double Major: Computer Science & Artificial Intelligence
- Relevant Coursework: Analysis of Algorithms, Relational Database Systems, Data Mining and Machine Learning, Systems Programming, Computer Architecture, Data Engineering, Data Science

EXPERIENCE

Undergraduate Machine Learning Researcher

Purdue University Department of Computer Science

January 2025 – Present

West Lafayette, IN

- Developing novel environment exploration methods in **meta-reinforcement learning** applications to optimize **adaptation speed** in highly stochastic environments.
- Writing experiments using **PyTorch** to evaluate the performance of the proposed algorithms against existing methods.

Manufacturing Software Researcher

Digital Enterprise Center

March 2024 – Present

West Lafayette, IN

- Leading a team to build a **Python** program to detect manufacturing anomalies with **Patch Distribution Modeling**.
- Implementing assembly traceability and tolerance enforcement strategies with **MySQL** and **Atlas Copco Controller**.
- Implemented an automated documentation site process to enhance clarity for future developers by leveraging **GitHub Actions** and **Pages** to maintain an up-to-date, accessible API documentation [site](#).
- Built a desktop application prototype for a real time multi-camera detection system using **Rust**, **Tauri**, and **Svelte**.
 - * Optimized frame rate by **5x** with a combination of **asynchronous runtimes** and **multi-threading** to process camera inputs and inference in parallel.

PROJECTS

Wisconsin Minibase Project | *Java*

Spring 2025

- Implementing the core components of a **Database Management System**
- File and Space Management: Heap Files, Buffer Pools
- Indexing: B+ trees
- Query Processing: Query Parsing, Query Optimization, Query Execution

Berkeley Pac-man Projects | *Python, Numpy, PyTorch*

Fall 2024

- Implemented a variety of foundational AI algorithms in the Pac-man environment.
- Vanilla Searches: DFS, BFS, UCS, **A***
- Stochastic Searches: Minimax and **Expectimax** with the **Alpha-Beta pruning** optimization
- Reinforcement Learning: Q-learning, **Approximate Q-learning**
- Supervised Learning: Hidden Markov Model, Bayes Net

Rugby Infinite Passing Simulator | *Python, PyGame*

Winter 2024

- Using Python and **PyGame** to simulate a common rugby passing drill "infinite passing" to demonstrate a phenomenon I call player oscillations
- Mathematically determines if and when a player will oscillate between two lines given any valid drill configuration and number of total passes.
- Includes **proofs** and **lemmas** supporting the algorithm's correctness.

johnzeng.me | *Astro, TailwindCSS, Javascript, Cloudflare*

Winter 2024

- Built a personal website with the Astro web framework, using Cloudflare and Github for **CI/CD**.
- Leveraged TailwindCSS to create a **responsive design**, ensuring compatibility with mobile and desktop devices.

Shell | *Lex, Yacc, C++, CMake*

Spring 2024

- Implemented a Unix shell interface capable of executing commands with **subshell**, if/while statements, script execution, and **wildcarding** in addition to basic terminal functions like **pipes**, env variables, and **file system traversal**.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, Javascript/Typescript, Rust, HTML, CSS

Frameworks: Ultralytics, Tensorflow, Keras, PyTorch, Astro, Svelte, Tauri, TailwindCSS

Libraries: OpenCV, Imgaug, NumPy, Pandas, PyGame, plotnine

VCS: Git, GitHub, GitHub Actions, GitHub Pages