

John Zeng

650-224-8688 | johnzeng878@gmail.com | linkedin.com/in/John-L-Zeng | github.com/jlz22

EDUCATION

Purdue University

Bachelor of Science

- Double Major: Computer Science & Artificial Intelligence
- SAT: 1520

West Lafayette, IN

Expected May 2026

EXPERIENCE

Computer Vision Researcher

Digital Enterprise Center

March 2024 – Present

West Lafayette, IN

- Problem: In assembly lines that employ human technicians, foreign objects (tools, drill bits, etc.) can be left behind, causing damage to machinery and products.
- Leading a team of two to build a **computer vision** model to identify when those objects are left behind and notify the operator.
- Utilized multiprocessing image augmentation to generate synthetic data, effectively addressing the challenges posed by a short-staffed team.
- Implemented an automated documentation process to enhance clarity for future developers by leveraging **GitHub Actions** and **Pages** to maintain an up-to-date, accessible API documentation [site](#).
- Developing an interactive GUI using **PySide** and the **Qt** framework to display camera input from three sources, as an orthographic projection. The interface enables users to select regions of interest for each camera view, within which the computer vision model detects foreign objects.

Head Teaching Assistant for Advanced + Regular Programming

The Harker School

Summer 2024

San Jose, CA

- Taught lessons in memory allocation, object and data-type basics, recursion, and coding standards.
- Provided clarification to junior TAs for ambiguous assignment instructions and grading rubrics.
- Led review sessions to explain frequently missed test questions and difficult concepts.

Teaching Assistant for Advanced Programming

The Harker School

Summer 2023

San Jose, CA

- Tutored students in object-oriented-programming and Java fundamentals.
- Graded physical exams as well as projects.

Investment Analyst Intern

Draper Dragon

Summer 2022

San Mateo, CA

- Researched **metaverse/blockchain gaming** space and presented to general partners about the nuanced differences in industry leaders' platform designs along with their respective drawbacks and benefits.
- Wrote two investment [memos](#) detailing company financials, market opportunity, risk factors, platform/product description, competition, valuation, company history, and team history.

PROJECTS

Rugby Drill Simulator | *Textual, Python*

June 2024 – Present

- Building a TUI that simulates a rugby passing drill based on user controlled parameters.
- Tracks player oscillation between lines with the goal of discovering a formula to yield 0 oscillations over 200 passes.

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

April 2024

- Created a shell interface capable of executing commands with subshell, if statements, while loops, script execution, and wildcarding in addition to all basic terminal commands like pipes, environment variables, and file system traversal.

Git Tutorial | *Markdown*

March 2024

- Educated inexperienced developers on the basics of Git.
- Covered topics such as cloning, branching, committing, and pushing.
- Provided examples of common problems like merge conflicts and possible solutions along with links for further research.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, HTML, CSS

Frameworks: Textual, Qt, Ultralytics, Tensorflow/Keras, Pytorch, ClearML, NumPy

Libraries: OpenCV, Imgaug