# Kevin Zheng

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# Experience

### Software Engineering Intern – Quantum Corp          May 2018 - Present

Worked on Cloud-Based Analytics, an analytics tool for managing Quantum Appliances. Contracted by ProUnlimited.

# Projects

### Ludum Dare (Game Jam): Life is Currency          April 2019

Used Two.js to make a Tower Defense browser game in a team with one other where the only way to make currency is to lose health.

### HackMerced – On My Way          March 2019

Used ReactJS to make an alternative graduation requirement planner which uses the minimum amount of server usage to keep the program speedy and user friendly.

### Google foobar          2018

Completed all levels (1 - 5) of the Google foobar coding challenge twice and had been reached out by Google on both occasions.

# Technical Skills

### Programming Languages

Fluent in Java and C/C++, proficient in Python, GoLang, Kotlin, and php

### Web Development

React, Laravel, Javascript, Google Analytics, Two.js, HTML, and CSS

### Other

Linux, git, Android Studio, vim, bash/zsh, LaTeX, docker, computer networking

# Education

University of California, Merced          (2018 - *Expected* May 2021)
*Bachelor of Science, Computer Science and Engineering*
**AMATYC** Student Mathematics League — Certificate of Merit
**UCM Integration Bee** 1$^{st}$ Place in undergraduate bracket