

# Kevin Zheng

4th October, 2019

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## Experience

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### Software Engineering Intern – Quantum Corp

May 2018 - Present

Worked on Quantum Managed Services, a service which allows Quantum to co-manage on-premise appliances from remote. Contracted by ProUnlimited.

## Projects

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### 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 with the aim of being faster and more 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

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### Programming Languages

Java, C/C++, Python, GoLang, Kotlin, and php

### Web Development

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

### Other

Linux, git, Android Studio, bash/zsh, L<sup>A</sup>T<sub>E</sub>X, docker, computer networking

## Education

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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<sup>st</sup> Place in undergraduate bracket

UCM Chancellor's Honor List