Kevin Zheng

9th September, 2019

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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 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

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 1st Place in undergraduate bracket