

# Kevin Zheng

16th March, 2019

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## Projects

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### HackMerced – On My Way 2019 — Merced, CA

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.

### SPARK Final Project 2018 — Merced, CA

Contributed data analysis code to interpreted oscilloscope data to find the speed of light in Python.

### EVHS Robotics (FIRST Robotics) 2018 — San Jose, CA

Contributed to computer vision code in C++ and Java that automatically detected and handled yellow cubes on a playing field.

### AP Computer Science A Final Project 2018 — San Jose, CA

Created a horror game centered around math with a group. Was responsible for generating math problems that included arithmetic, derivatives, integrals, etc., during runtime.

### Google foobar 2018 — San Jose, CA

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

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

### Web Development

React, Javascript, Google Analytics, HTML, and CSS

### Other

Linux, git, statistics, Android Studio, vim, bash/zsh, L<sup>A</sup>T<sub>E</sub>X

## Education

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University of California, Merced

(2018 - *Expected* May 2021)

*Bachelor of Science, Computer Science and Engineering*

Calculus I/II, Multivariable Calculus, Linear Algebra, Data Structures, Introductory Physics II

AMATYC Student Mathematics League — Certificate of Merit

UCM Integration Bee 1<sup>st</sup> Place in undergraduate bracket