Kevin Zheng

27th January, 2019

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Education

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

Technical Skills

Programming Languages

Expert 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, LaTeX

Projects

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.

Awards and Certifications

AMATYC Student Mathematics League — Certificate of Merit