# Kevin Zheng

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zhengkevin256@gmail.com — (669) 350-9233 — github.com/coffeevector — [coffeevector.xyz](http://coffeevector.xyz)

# Projects

### 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 programming 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

### 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

# 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