Kevin Zheng

28th April, 2019

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Projects

Ludum Dare (Game Jam): Life is Currency   April, 2019

Used Two.js to make a Tower Defense browser game where the only way to make currency is to loose health.

HackMerced – On My Way   March, 2019

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

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

EVHS Robotics (FIRST Robotics)   2018

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

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, and Kotlin

Web Development

React, Javascript, Google Analytics, Two.js, 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

AMATYC Student Mathematics League — Certificate of Merit
UCM Integration Bee 1st Place in undergraduate bracket