Kevin Zheng

3rd June, 2019

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

Experience

Software Engineering Intern – Quantum Corporation   May 2018 - Present

Worked on Cloud-Based Analytics, an analytics tool for managing Quantum Appliances.

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 which uses the minimum amount of server usage to keep the program speedy and user friendly.

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, Kotlin, and php

Web Development

React, 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