

Kevin Zheng

29th 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 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.

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, L^AT_EX

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