

Kevin Zheng

4th July, 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, L^AT_EX, 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