

# Kevin Zheng

21st January, 2020

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## Experience

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### Software Engineering Intern – Quantum Corp

May 2019 - Present

Worked on Quantum Managed Services, a service which allows Quantum to co-manage on-premise appliances from remote. Contracted by ProUnlimited.

## Projects

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### 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.

### Hack Merced: On My Way

March 2019

Used ReactJS to make an alternative graduation requirement planner with the aim of being faster and more user friendly.

### 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.

### SPARK Final Project

2018

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

## Technical Skills

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**Programming Languages** — Java, C/C++, Python, GoLang, Kotlin, php

**Web Development** — React, Laravel, Javascript, Google Analytics, Two.js, HTML, CSS

**Other** — AWS, Linux, L<sup>A</sup>T<sub>E</sub>X, docker, computer networking, Android Studio

## Education

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University of California, Merced

(2018 - *Expected* May 2021)

*Bachelor of Science, Computer Science and Engineering*

Major GPA: 3.9

**Related Coursework** — Data Structures, Discrete Mathematics, Circuit Theory

**AMATYC Student Mathematics League** — Certificate of Merit

**UCM Integration Bee** 1<sup>st</sup> Place in undergraduate bracket

**UCM Chancellor's Honor List**