

# Kevin Zheng

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## Education

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| Evergreen Valley High School                                 | (2014 - 2018)   |
| <i>High School Diploma</i>                                   | AP Computer Science A, AP Statistics, AP Physics C: Mech & EM |
| Evergreen Valley College                                     | (2016 - 2018)   |
|  | Calculus II, Multivariable Calculus, Linear Algebra           |
| University of California, Merced                             | (2018 - <i>Expected</i> May 2021)                             |
| <i>Bachelor of Science, Computer Science and Engineering</i> | Data Structures, Introductory Physics II                      |

## Technical Skills

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### Programming Languages

Expert in Java, proficient in C/C++, Python, GoLang, and Kotlin

### Web Development

React, Javascript, Google Analytics, HTML, and CSS

### Other

Linux, git, Android Studio, vim, bash/zsh, L<sup>A</sup>T<sub>E</sub>X

## Projects

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### SPARK Final Project — 2018 Merced, CA

Made data analysis code that interpreted oscilloscope data to find the speed of light.

### EVHS Robotics (FIRST Robotics) — 2018 San Jose, CA

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

### AP Computer Science A Final Project — 2018 San Jose, CA

Created a horror game centered around math with a group. Was responsible for generating math problems that included arithmetic, derivatives, integrals, etc., during runtime. Project was written in Java.

### Google foobar — 2018 San Jose, CA

Completed all levels (1 - 5) of the Google foobar coding challenge twice and had been reached out by Google on both occasions. My solutions had been written in Java with occasional Python.