

Kevin Zheng

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I am an aspiring software engineer passionate about problem-solving and collaboration. With a strong interest in web and game development, I am eager to apply my technical skills to create innovative solutions. I strive to excel in teamwork, time management, and problem-solving while contributing to impactful and meaningful projects.

EDUCATION

BS in Computer Science, Macaulay Honors College at City College of New York, June 2025

GPA: 3.87

RELEVANT COURSEWORK

Algorithms | Data Structures | Database Systems | Functional Programming | Object-Oriented Programming | Operating Systems | Scientific Programming | Software Engineering | Web Development

SKILLS

Programming Languages: C#, C++, CSS, HTML, JavaScript, Python, SQL

Tools and Frameworks: MongoDB, Express, React, Node.js, Supabase, GitHub, Excel/Sheets, Word/Docs

Soft Skills: Teamwork, Time management, Problem-solving, Adaptability

Languages: English, Chinese (Mandarin)

PROJECTS

Video Game Catalog: Throughout a semester-long project, I collaborated with three team members to create a video game catalog enabling users to view, rate, and curate a wishlist of games. Tasked with the test engineer role, I configured the testing environment using Jest and Cypress for a MERN stack application. My active involvement in the development process encompassed contributing nearly 50% of the codebase, implementing pivotal features such as game displays on multiple pages, search functionality, genre and platform-based game filtering, and others. Our efforts culminated in a dynamic website that effectively fulfilled most of our initial user stories and feature objectives. Access the forked repository here:

github.com/KevinZheng0701/VideoGameCatalog (Mar 2024 - May 2024)

Nature Forum: Tasked with creating a forum website for a class project within two weeks, I drew inspiration from major platforms like Reddit and structured the forum accordingly, opting for a nature theme. Utilizing React with Supabase, I applied techniques learned in class to develop the website, ensuring it met all required features and included additional functionalities such as interacting with an API. The outcome was a successful project, which I presented in class and deployed to Netlify. The source code is available here: github.com/KevinZheng0701/NatureForum (April 2024)

MiniTwitter: Given the assignment to create a miniTwitter clone for a class project, I took the responsibilities of project manager. I played an active role in the project's success through hands-on coding, strategic decision-making, feature prioritization, organized meetings, and documentation of task requirements. Additionally, I focused on implementing pivotal features like posting, liking, commenting, and designing the entire user interface. Despite facing challenges in meeting all specified requirements, the outcome was a dynamic and functional system that effectively emulated the core functionalities of Twitter. Access the source code here: github.com/WeCanPretend0903/Mini_Twitter (Nov 2023 - Dec 2023)

EXPERIENCE

Tutor, UPchieve, New York, NY

Jan 2023 – Mar 2023

- Assisted middle school and high school students in various math subjects through the online platform.
- I applied personalized teaching strategies and techniques to empower students to tackle complex mathematical problems, resulting in increased confidence and problem-solving skills among students.
- Demonstrated strong communication and interpersonal skills, effectively delivering complex ideas and fostering a positive and collaborative learning atmosphere.