

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

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

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

Languages: Mandarin

EXPERIENCE

Software Development Fellow, CUNY Tech Prep, New York, NY

Jul 2024 – Present

- Selected for a competitive web development fellowship with students from across the 11 CUNY senior colleges where fellows create technical projects using tools such as React, Node + Express, and PostgreSQL.
- Participate in weekly courses and learn industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test-driven development, and CI/CD.

Web Developer Intern, Jupiter Leo Productions LLC, New York, NY

Jul 2024 – Aug 2024

- Developed dynamic slideshows for the financial education website using outsourced AI-generated images and voice.
- Utilized JavaScript, HTML, and CSS to create interactive mini-games for the website's courses, including password strength game, phishing email game, memory matching game, jeopardy-style quiz game, and a stock trading simulation game.
- Designed games and layouts to be responsive across various devices, ensuring an engaging and educational experience.
- Co-led a team of web development interns to ensure project continuity and productivity during the employer's temporary absence.

PROJECTS

Home Seeker: In a project merging a home seeker booking service with a tutor booking app, I adapted to tools used by the other group, including TypeScript, Docker, MySQL, and Next.js. I created SQL tables, wrote queries, and connected them with the frontend. This integration resulted in a dynamic website for booking both tutoring and home services, which we successfully presented to the professor. github.com/MikeRomaa/csc336-project (Apr 2024 - May 2024)

Video Game Catalog: During a semester-long project, I collaborated with a team to develop a video game catalog allowing users to view, rate, and curate game wishlists. As the test engineer, I configured the testing environment using Jest and Cypress for a MERN stack application. I contributed nearly 50% of the codebase, implementing features such as multi-page game displays, search functionality, and genre-based filtering. This resulted in a dynamic website that met our initial user stories and feature goals. github.com/KevinZheng0701/VideoGameCatalog (Mar 2024 - May 2024)

Nature Forum: For a class project, I created a nature-themed forum website in two weeks, drawing inspiration from platforms like Reddit. Utilizing React and Supabase, I developed the website, incorporating the required features and API interactions. The project was successfully deployed to Netlify and presented in class. github.com/KevinZheng0701/NatureForum (Apr 2024)