

Kevin Zheng

Orlando, FL | kevinzhengkz99@gmail.com | 407-492-7255

[Linkedin](#) | [GitHub](#)

SUMMARY

Detail-oriented Web Developer with a commitment to delivering elegant, user-friendly solutions effectively and efficiently. Armed with a great understanding of front and back-end development. Looking to enhance my professional experience and continue to grow as an individual.

EXPERIENCE

Getaboard, ORLANDO, FL
Software Engineer

01/2020 – 04/2020

- Created a 2-D Platformer game that has similar functions to Super Mario Bros.
- Developed multiple difficult levels with various enemies and bosses to defeat.
- Implemented the application with HTML, JavaScript, and Phaser framework to create the platformer.
- Lead a small group of developers and designers in the creation of the game.

PROJECTS

Amigo | [Source Code](#)

02/2020 - 04/2020

- Find people with the same interests similar to Facebook groups where you can chat and apply for events near your local area.
- Coded the back-end portion of the application with assistance from another group member by setting up the database, storing user information, user authentication, and more.
- Gained the ability to work with others more efficiently and promptly.
- Manually debugged and tested the application for any errors that arise while testing the application.
- Developed the application using MongoDB, Express, React, and NodeJS.

Computron | [Live Version](#) | [Source Code](#)

08/2020 - 04/2021

- Created a game that helps people learn basic coding logic and techniques that is similar to games like “Human Resource Machine” and “7 Billion Humans”.
- Implemented a level editor where users could create their level for others to play with similar mechanics to “Super Mario Maker”.
- Used LaTeX to create the documentation for the game where people can read and understand how our features work and how they are implemented.
- Thoroughly tested the game throughout its development and maintained for bugs and took immediate action to fix them.
- Computron is made entirely with Unity and C#.

- Created 3 landing pages using the basics with HTML, CSS, and JavaScript. Each one of them took about 1 week to make.
- Developed each landing page to be responsive and compatible with any device and software.
- Used Figma to help with the implementation of every image, thus increasing the loading speeds of the webpage significantly.

SKILLS & TOOLS

- | | | |
|--------------|-----------|------------|
| • JavaScript | • HTML | • CSS |
| • ReactJS | • Git | • C# |
| • Java | • Figma | • MongoDB |
| • Unity | • Node.js | • Firebase |

TECHNOLOGY PROFICIENCY

- **Software:** Office 365, Outlook, Zoom
- **Browsers:** Google Chrome, Microsoft Edge, Mozilla Firefox
- **Platforms:** Windows 10 Enterprise, Linux

EDUCATION

B.S. Computer Science

University of Central FLorida - ORLANDO, FL

07/2017 - 05/2021