Lelin Zheng (She/Her)

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EDUCATION

Northeastern University Sep 2024 – Dec 2026

M.S. in Computer Science, GPA: 4.0 / 4.0

Seattle, WA

Relevant Coursework: Object-Oriented Design, Computer Systems, Algorithms

University of Alberta

B.Ed. in Education with Distinction, GPA: 3.8 / 4.0 **M.S.** in Materials Engineering, GPA: 4.0 / 4.0

Sep 2020 – May 2022

Sep 2017 – May 2019

Edmonton, AB

TECHNICAL KNOWLEDGE

· Languages: Python, Java, C, JavaScript, HTML/CSS, SQL

- Tools & Frameworks: Git, Linux/Unix, React, Node.js, Express.js, Bootstrap, Jest, Supertest, PyQt6, Java GUI (AWT & Swing), Tableau, Flask, Django, JUnit
- Databases & Services: MySQL, SQLite, MongoDB Atlas, Vercel, Render

RELEVANT WORK EXPERIENCE

High School Computer Science Teacher

Sep 2022 – Jun 2024

Calgary, AB

- Calgary Board of Education, Crescent Heights High School
- Taught Computer Science to 100+ students in 10th/11th grade covering programming fundamentals, algorithms, procedural and functional programming, **OOP** in **Python**, and **HTML/CSS** for web development
- Improved student grades by 15% through tailored instruction, project-based learning, and effective communication of complex programming concepts

Research Assistant

Oct 2019 - Sep 2020

Edmonton, AB

University of Alberta

- Analyzed data from 200+ tensile, UV degradation, and compression tests to understand degradation patterns.
- Developed an end-of-life sensor for textiles that delivers warnings at 50% and 80% deterioration thresholds.

PROJECTS

Task Master: Full-Stack To-Do List

April 2025

Personal Project

- Developed a full-stack task management app using **React**, **Node.js**, **Express.js**, **MongoDB Atlas**, and **Bootstrap**, featuring **JWT authentication**, protected routes, and **RESTful APIs** for full CRUD functionality.
- Tested backend with **Jest** and **Supertest**; deployed frontend on **Vercel** and backend on **Render**, with environment configuration via **dotenv** for secure production readiness.

Qualcomm On-Device AI Hackathon: AI-Powered Narrative Connect Four (2nd Place Winner) March 2025 Northeastern University & Qualcomm Technologies & Microsoft

- Engineered a **PyQt6-based GUI** with multi-threaded event handling for a responsive and interactive **LLM-integrated** Connect Four game experience, featuring dynamic UI updates and real-time AI narration.
- Integrated **local LLM inference via Ollama (Mistral-7B)** with game logic algorithms **(minimax with alpha-beta pruning)**, implemented speech-to-text **(Whisper ASR)** for Al-driven commentary for a seamless offline experience.

Gesture-Based Music Creation App in Java

Sep 2024 - Dec 2024

Northeastern University

- Designed and implemented an interactive **Java GUI (AWT/Swing)** for gesture-based music composition, achieving 90% recognition accuracy using bounding boxes, subsampling, and coordinate transforms.
- Applied **OOP principles** across 20+ Java classes, increasing music composition efficiency by 60% and enhancing modularity by 40% through refactoring, serialization, and reusable components.

Job Application Form – Flask Web App

Nov 2024 - Dec 2024

Personal Project

- Built a full-stack job application platform using **Flask**, **SQLite**, and **Jinja2**, enabling users to submit personal details with flash messages to provide real-time feedback upon successful submission.
- Designed a responsive and dynamic UI with **Bootstrap 5**, leveraging **Jinja2** templating for seamless HTML rendering and **SQLite** for efficient data storage and retrieval.