

Lelin Zheng (She/Her)

zheng.lel@northeastern.edu | (206) 379-4339 | in/lelinzheng/ | github.com/LelinZheng | lelinzheng.github.io/Lelin-Portfolio/

EDUCATION

Northeastern University

Sep 2024 – Dec 2026

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

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

University of Alberta

B.Ed. in Education with Distinction, GPA: 3.8 / 4.0

Sep 2020 – May 2022

M.S. in Materials Engineering, GPA: 4.0 / 4.0

Sep 2017 – May 2019

TECHNICAL KNOWLEDGE

- **Languages:** Python, Java, C, HTML/CSS, JavaScript
- **Tools & Frameworks:** Git, Linux/Unix, Java GUI (AWT & Swing), Tableau, PyQt6, Flask, Django, JUnit, Node.js, Express.js, EJS, Bootstrap, Passport.js
- **Databases & Services:** MySQL, SQLite, MongoDB (Atlas), Mapbox, Cloudinary, Render

RELEVANT WORK EXPERIENCE

High School Computer Science Teacher

Sep 2022 – Jun 2024

Calgary Board of Education, Crescent Heights High School, Calgary, AB

- 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
- Achieved a 15% improvement in student grades through tailored instruction and engaging programming assignments, fostering a deeper understanding of computer science fundamentals.

Research Assistant

Oct 2019 – Sep 2020

University of Alberta, Edmonton, AB

- Analyzed data from over 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

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 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 AI-driven commentary of seamless offline experience.

Camp Review – Full-Stack Web Application for Campground Discovery & Reviews

March 2025

Personal Project

- Developed a full-stack campground review app using **Node.js**, **Express**, **MongoDB Atlas**, **EJS**, and **Bootstrap**; included secure authentication via **Passport.js** and responsive user profiles.
- Integrated **Mapbox** for real-time campground mapping and **Cloudinary** for dynamic image storage, deploying the production-ready server on **Render** for scalability and reliability.

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.

Digital Family Tree: An Application of Graph Data Structures

Nov 2024 – Dec 2024

Northeastern University

- Developed a **Python**-based app for creating and navigating family trees with support for 50+ members, using **BFS** algorithms for efficient relationship searches.
- Utilized **NetworkX** for intuitive graph visualizations and **JSON**-based storage for persistent, easily accessible data.