

KEVIN SHENG

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Education

University of California at Los Angeles

Sep 2023 – Jun 2026

Bachelor of Science in Computer Science

Experience

Auxilium

Nov 2022 – Present

Lead Developer

Fremont, CA

- Company streamlines the process of submitting papers and connects journals to prospective researchers.
- Core developer of both frontend and backend experience.
- Proactively engaged with university researchers, successfully expanding collaboration network.

Competitive Programming Initiative

Oct 2021 – Present

Project Manager

Remote

- Work to promote competitive programming through the [USACO Guide](#), classes, outreach, and inter-club contests.
- Manage 15+ content authors to help create new content for the USACO Guide.
- Host workshops with 100+ participants to explain solutions for each monthly USACO Contest.

Mars Cell Labs (MCL)

Jun 2023 – Aug 2023

Teaching Assistant

Shanghai

- Taught hardware programming to 30+ students at two summer camps hosted by MCL.
- Helped students learn how to make and program a working radar and car with Arduino.

MSJ Computer Science Club

Sep 2020 – Jun 2023

Counselor

Mission San Jose High School

- Wrote resources and helped 30+ struggling with debugging apps and other programming issues.
- Design interview-style algorithm-related programming problems for annual club competitions.

Axonne

Aug 2020 – Aug 2021

Intern

Remote

- Wrote and maintained a program that translates System Verilog to Python and C, used for converting code used in simulation to production code.
- Program was used to automate translating 5000+ lines of code spanning 20+ files.
- Included support for custom API calls and other System Verilog features.

Projects

Stress Testing CLI | *Rust*

May 2022 – Present

- Sole developer of CLI with 50+ users that automates testing code for edge cases.
- Fix bugs, implement features requested through GitHub.

Adventure Bot | *Python, Discord.py*

Sep 2020 – Present

- Design and develop a card game RPG Discord chatbot that is in 50+ servers and has 200+ users.
- Completely refactored bot code to integrate with new API and cut command delays by over 50%.
- Improved user experience by overhauling UI with new buttons and dropdowns.

AI Platform Navigation Agents | *Unity, ML Agents, Tensorflow*

Jun 2022 – Sep 2022

- Designed platformer game with the Arcade Python framework that placed 2nd place in the Python Discord Game Jam.
- Used ML Agents and Tensorflow to design an RL algorithm that taught a neural network to play the game.

Skills

Programming Languages: Python, Java, C/C++, Rust, JS

Frameworks: Pandas, NumPy, Tensorflow, PyTorch, Scikit Learn

Databases: MySQL, PostgreSQL

Web Technologies: Django, React, Next.js, REST APIs

Languages: English, Chinese, Shanghainese (dialect)

Honors & Awards

Competitive Math: AIME Honor Roll

Competitive Programming : USACO Platinum, UCLA International Collegiate Programming Contest (ICPC) Team, Advent of Code 2021/22 Global Top 100