

# 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 Technologies Ltd.

Nov 2022 – Present

*CTO*

*Fremont, CA*

- Company streamlines the process of writing/submitting papers and connects journals to prospective researchers.
- Spearheaded development of initial product with React/Next.js frontend and Django/Postgres backend.
- 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 create video solutions, sample code, and algorithm tutorials for the USACO Guide.
- Host workshops with 100+ members for competitive programming Q&A and solutions for monthly USACO contests.

Mars Cell Labs (MCL)

Jun 2023 – Aug 2023

*Teaching Assistant*

*Shanghai*

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

MSJ Computer Science Club

Sep 2020 – Jun 2023

*Officer*

*Mission San Jose High School*

- Wrote algorithm resources and helped 50+ struggling with debugging apps and USACO/Leetcode solutions.
- Designed interview-style coding problems for annual club competitions and preparing others for interviews.

Axonne

Aug 2020 – Aug 2021

*Intern*

*Remote*

- Developed and maintained a program that translates System Verilog code and API calls to Python and C code.
- Program was used to automate turning 5000+ lines of simulation code spanning 20+ files into code used in production.

## Projects

Stress Testing CLI | *Rust*

May 2022 – Present

- Created CLI with 50+ users that automates testing code for edge cases and can generate test cases by itself.
- 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.
- Overhauled bot code to integrate with new API, optimize database queries, and cut command delays by over 50%.
- Improved user experience by overhauling UI with buttons and dropdowns instead of a raw text interface.

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, Langchain

**Databases:** MySQL, PostgreSQL, Oracle

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

## Honors & Awards

**Competitive Math:** 3x AIME Qualifier

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