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*
- Startup streamlines the process of writing/submitting papers and connects journals to prospective researchers.
- Working with researchers at Lawrence Berkeley National Lab; Top 10% of ZFellows Fall 2024 applicants; Residency program at Founders, Inc.
- Spearheaded development of initial product with React/Next.js frontend and Django/Postgres backend.
- Obtained provisional patent for company's academic literature dissection, retention, and recommendation system.

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+ participants 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.

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, and implement user-suggested features 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.

Doom AI | *VizDoom, PyTorch* **Sep 2023 – Dec 2023**
- Trained an AI to play Doom levels using VizDoom and a dueling Q-net architecture implemented in PyTorch.
- Presented the architecture and demonstrated learned models at the DataRes Demo Day to 40+ other students.

16chan | *TypeScript, Next.js, Prisma, tRPC* **Jan 2024 – Apr 2024**
- Led team of five to develop an imageboard with basic social media features and a sophisticated tagging system.
- Designed the Prisma schemas for the Postgres database and all the backend API routes the frontend calls.

Skills

Programming Languages: Python, Java, C/C++, Rust, JavaScript/TypeScript
Frameworks: Pandas, NumPy, Matplotlib, Tensorflow, PyTorch, Scikit Learn
Databases: MySQL, PostgreSQL, Oracle, Prisma
Web Technologies: Django, React, Next.js, Auth.js, tRPC, REST APIs, AWS, Azure

Honors & Awards

Competitive Math: 3x AIME Qualifier
Competitive Programming : USACO Platinum, 1st Place at Southern California Regional International Collegiate Programming Contest (ICPC), Advent of Code 2021-23 Global Top 100