

# KEVIN SHENG

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## Education

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### UCLA

Sep 2023 – Jun 2027

*Bachelor of Science in Computer Science*

## Experience

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### Auxilium

Nov 2022 – Present

*CTO*

*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*

- Nonprofit that promotes competitive programming through classes, outreach, and contests
- Maintain and contribute to the USACO Guide, fixing bugs and adding any user-requested content
- Host workshops after each USACO contest to help others who struggle with problems they failed to solve in-contest

### Mars Cell Labs (MCL)

Jun 2023 – Aug 2023

*Teaching Assistant*

*Shanghai*

- Taught hardware programming at two summer camps hosted by MCL
- Helped students 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
- Problem set for annual club competitions

### Axonne

Aug 2020 – Aug 2021

*Intern*

*Remote*

- Company makes networking chips for vehicles
- Wrote and maintained a program that translates System Verilog to Python and C, used for converting code used in simulation to production code
- Included support for custom API calls and most other System Verilog features

## Projects

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### Stress Testing CLI | *Rust* [Git](#)

May 2022 – Present

- Sole developer of CLI that helps competitive programmers quickly test their code for edge cases
- Fix bugs, implement features requested through GitHub

### Adventure Bot | *Python, Discord.py* [Git](#)

Sep 2020 – Present

- Develop a gaming Discord bot that is in over 50 servers
- Completely refactored bot code to work with the new slash command API
- Changed all bot UI to work with buttons instead of reactions

### AI Platformer | *Unity, ML Agents, Tensorflow* [Git](#)

Jun – Sep 2022

- Initially made platformer that achieved 2nd place in the Python Discord Game Jam
- Used ML Agents and Tensorflow to get the computer to play the game by itself

## Skills

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

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

**Languages:** English, Chinese, Shanghainese (dialect)

## Contests

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**Competitive Math:** AIME Honor Roll

**Competitive Programming :** USACO Platinum, Advent of Code 2021/22 Global Top 100