

# KEVIN SHENG

☎ 510-201-3461 ✉ [kevinsheng2005@gmail.com](mailto:kevinsheng2005@gmail.com) [in kevinsheng2005](https://www.linkedin.com/in/kevinsheng2005) [SansPapyrus683](https://github.com/SansPapyrus683)

## 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*

- Nonprofit that promotes competitive programming through classes, outreach, and 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
- Problem set 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* [Git](#)

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* [Git](#)

Sep 2020 – Present

- Develop a gaming Discord bot in 50+ servers
- Completely refactored bot code to integrate with new API and improve performance
- Improved user experience by overhauling UI with new buttons and dropdowns

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

**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 ICPC Team, Advent of Code 2021/22 Global Top 100