Kevin Sheng

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Education

University of California at Los Angeles   **Sep 2023 – Jun 2027**
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 Assisstant   *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