BENSON ZHENG

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EDUCATION

Northeastern University　　　　　　　　　　　　　　　　　　　　　　　　　Boston, MA
Bachelor of Science in Computer Science | GPA: 3.6/4.0　　　　　　　　*Graduation: May 2028*
Relevant Coursework: Algorithms & Data, Logic & Computation, Object Oriented Design

EXPERIENCE

Incoming Software Engineer Intern　　　　　　　　　　　　　　　　Jun 2026 - Jul 2026
PwC　　　　　　　　　　　　　　　　　　　　　　　　　　　　　*New York City, NY*

Software Engineer　　　　　　　　　　　　　　　　　　　　　May 2025 – Present
Code4Community　　　　　　　　　　　　　　　　　　　　　　　　　*Boston, MA*
- Integrated WordPress as a headless CMS with React and TypeScript applications through Faust.js, enabling seamless content management for 400+ monthly visitors and staff
- Delivered comprehensive solutions to weekly development tasks by collaborating in Agile/Scrum sprints, emphasizing TypeScript for code quality, reliability, and long-term maintainability

Tech Fellow/Teaching Assistant　　　　　　　　　　　　　　　　Jun 2025 – Aug 2025
CodePath　　　　　　　　　　　　　　　　　　　　　　　　　*San Francisco, CA*
- Led weekly office hours and provided one-on-one help to reinforce learning and strengthen student confidence
- Delivered debugging support, clarified complex concepts, and modeled problem-solving strategies in real time
- Mentored and supported 20+ students in data structures and algorithms, strengthening their problem-solving skills through live instruction and collaborative practice

Head of Operations　　　　　　　　　　　　　　　　　　　　Jan 2025 – Present
Northeastern Students for the Exploration and Development of Space　　　　　　*Boston, MA*
- Coordinated logistics and travel arrangements for multiple engineering competition teams, including NASA's Rover Challenge, SUITS, and Lunabotics, supporting over 50+ engineers
- Provided agile operational support across all business team functions, rapidly adapting to emerging needs and ensuring seamless execution of critical tasks and deadlines

Researcher　　　　　　　　　　　　　　　　　　　　　　　　Jun 2023 - Jul 2023
Carnegie Mellon University　　　　　　　　　　　　　　　　　　　*Pittsburgh, PA*
- Conducted research on machine learning techniques and received hands-on experience with TensorFlow, Convolutional Neural Network, etc.
- Participated in presentations to showcase the implementation of image classification for Architectural styles

PROJECTS

ModelMux | *Electron, TypeScript, Ollama, Chroma DB, SQLite*　　　　　　　　　　Jul 2025
- Built a cross-platform Electron app to switch between 100+ local LLMs via Ollama in a unified chat interface
- Integrated MCP tools for web data retrieval, embedding storage in Chroma DB, and RAG-based context retrieval to enable local inference
- Implemented secure IPC with preload scripts and ContextBridge for efficient chat state and model management

TerrarAI (HackPrinceton '25 xAI 1st Place Winner) | *C#, xAI, tModLoader*　　　Nov 2025
- Built a real-time agentic NPC mod for Terraria using tModLoader, supporting 10+ tools and winning $8K in xAI credits out of 800+ entrants.
- Implemented a ReAct-style reasoning loop with Grok-4-Fast and C# for context-aware decision-making across 50+ parallel agents.
- Designed a structured JSON-based action parser and system prompt interface where the LLM receives world coordinates and outputs executable actions for in-game automation.

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, C#, JavaScript, SQL, Lua, HTML/CSS, Racket/Scheme
Frameworks/Technologies: React, Supabase, NextJS, Electron, JUnit, AWS (Lambda, S3), Drizzle, Prisma
Developer Tools: Git, Docker, Linux, Vim/Neovim, VS Code, IntelliJ, Cursor, Claude Code
Databases: MySQL, SQLite, PostgreSQL