

Travis Zheng

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Summary

A determined and driven undergraduate student who is passionate about game development and software engineering. I am seeking a summer internship to gain valuable experience in a collaborative environment.

Education

Rose-Hulman Institute of Technology - Bachelor 2023(current sophomore) - B.S. Computer Science - Cumulative GPA: 3.54
Coursework: Intro to Computer Systems, Computer Architecture, Object-Oriented Software Development, Data Structure and Algorithms.

Experience/Extracurricular

TechPoint S.O.S. Challenge Participant

June 2020 - July 2020

- Participated as a software developer, on a multi-disciplinary team to create a solution for challenges faced by convention centers in the COVID-19 pandemic.
- Developed frontend user interface using React JS and connected the UI to the backend Maven/ Spring Boot using Restful API.
- Developed a [Web Application](#), called *EventAndPrevent* in five weeks that calculates the new maximum capacity for convention room according to CDC social distancing guidelines and tracked the current capacity of these rooms with respect to their maximum capacity. . (Use pass for both username and password for the web app)

Projects

Witcher3.5(In progress)

June 2020 – Present

- Currently working as a game programmer alongside a game designer and artist to develop an 2D pixel RPG based on the popular game franchise *The Witcher* using Unity Game Engine and C#.
- Self-taught Unity and C#. Researched and discussed approaches for game development in both artistic and technical aspect such as animation, composition over inheritance, battle design and damage calculations.

Joust

October 2019 - November 2019

- Remade the classic arcade game Joust with Java based on object-oriented design principles in a team of two and implemented extra features and twists to the game such as powerups and bullets.

Skills

Frontend Web Development: React JS, React Bootstrap, JavaScript, HTML5, CSS, Spring Boot, Restful API

Software Engineering: Object Orientated Design, Inheritance, Composition, Data Structures, Algorithms, Languages: Java, C, Python.

Game Development: Unity, C#.

Languages: English (fluent), Mandarin (Native speaker)