

# Zeen Zheng

425-615-3993 | [zeen6688.zz@gmail.com](mailto:zeen6688.zz@gmail.com) | [linkedin.com/in/zeenz27](https://www.linkedin.com/in/zeenz27) | [github.com/ZZeeZZ1127](https://github.com/ZZeeZZ1127)

## EDUCATION

### University of Washington

Bachelor of Science in Computer Science

Seattle, WA

Expected Jun 2027

## EXPERIENCE

### Academic Operations Assistant

Jan 2025 – Aug 2025

Think Academy International Education Inc.

Bellevue, WA

- Assisted in evaluating student progress during classes and offering feedback to improve performance outcomes.
- Provided one-on-one and small-group guidance to reinforce understanding of key academic concepts.
- Coordinated educational events such as mock exams, daily practice sessions, and open houses.
- Helped **150+** students qualify for AIME, with over **25%** of students qualifying for Honor Roll Distinction.

### Information Technology Team Member

Sept 2023 – Jun 2025

Newport Robotics Group (NRG 948)

Bellevue, WA

- Developed and deployed a **cross-platform scouting application** used by the strategy team to collect real-time competition data.
- Adapted the app for multiple operating systems to ensure compatibility and performance stability.
- Iteratively updated the application based on user feedback to improve usability and data accuracy.

### Member of SGAI at Beaver Works Summer Institute

Jul 2024 – Aug 2024

Massachusetts Institute of Technology

Cambridge, MA

- Studied and applied foundational topics such as systems modeling, data logging and analysis, game mechanics and input interfaces, ethics of AI, and so on in this intensive 8-week program.
- Collaborated within an Agile team of five to design and implement game mechanics and interface components, by using Python, Unity, and Git.
- Led AI algorithm implementation and performance optimization for a team-based game project, integrating graphics and sound assets.

### UI Designer and AI leader of Team 24 at UW WINFO Hackathon

Oct 2024

University of Washington

Seattle, WA

- Designed and implemented AI-powered features using Figma for CarbonTrack, an app promoting environmental awareness, by using **AWS cloud services**
- Built UI prototypes and marketing visuals that improved user engagement and presentation quality.
- Received **Honorable Mention** and **Best Use of AWS AI Award** for innovative application of machine learning in sustainability.

## PROJECTS

### Classic Games Hub | Java, JavaScript, HTML, CSS, UI, frontend development

May 2025 – Jun 2025

- Built a responsive web interface showcasing classic games with a focus on clean UI/UX and seamless navigation.
- Implemented a full Minesweeper game using Java Swing with classic visual design and efficient event handling.
- Developed game logic including random mine generation, flagging, and win/loss detection.

### Zombie Apocalypse | Python, UI, Game Development, Machine Learning, Git

Jul 2024 – Aug 2024

- Generated **2,000+ synthetic image datasets** using Unity for training convolutional neural networks (CNNs).
- Trained and evaluated **5 CNN models** in Python for object recognition and behavior prediction tasks.
- Designed and optimized the game interface to enhance user engagement and visual appeal.

## CERTIFICATIONS

### Cisco Certified Network Associate (CCNA 200-301), Cisco

Jun 2025

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, Dart, C#, HTML/CSS

**Frameworks:** React, Node.js, JavaFX, Scikit-learn

**Developer Tools:** Git, Docker, Linux, Bash, macOS Terminal, VS Code, Visual Studio, IntelliJ, PuTTY, Figma

**Libraries:** pandas, NumPy, Matplotlib, tkinter, Swing