

Adelina Zheng

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EDUCATION

Brown University <i>B.S. Applied Mathematics / Computer Science, 4.0 GPA</i> <i>Relevant Courses:</i> Data Structures and Algorithms, Computer Systems, Object Oriented Programming, Ordinary Differential Equations, Linear Algebra, Statistical Inference, Operations Research, Multivariable Calculus	Providence, RI <i>Expected Graduation: May 2028</i>
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SKILLS

Languages/Libraries: Java, Python, C/C++, HTML/CSS, PHP, MATLAB, Pandas, NumPy, Matplotlib, GDScript

Developer Tools: VSCode, IntelliJ, JUnit, Git, Docker, Godot, Excel, Tableau

Other: Data analytics, modeling, product design & management, business operations, market research, content creation

TECHNICAL EXPERIENCE

Brown University Department of Computer Science <i>Teaching Assistant for Intro to Object Oriented Programming</i>	June 2025 - Present
<ul style="list-style-type: none">Lead weekly 25-student lab sections to reinforce OOP concepts, host semiweekly debugging hours to help ~20 students/session troubleshoot assignments, answer questions daily on EdStemGrade 10 projects/week, emphasizing good style and design; ensure timely and consistent feedbackUse Markdown and HTML to clarify, update, and standardize weekly homework handouts and course website	
Providence Recreation Department <i>Data Analytics Intern</i>	June 2025 - Aug 2025
<ul style="list-style-type: none">Created 20+ interactive data visualizations with Tableau to inform community services and resource allocationAnalyzed enrollment and membership demographics, recommended registration changes to increase attendance ratesIntegrated event data for 50+ programs using RecDesk and EventManager API to streamline website calendarDeveloped backend solutions in PHP and MySQL to store recreation program data in a city-wide database	

PROJECTS

Numerical Integration Approximator | *Python, Matplotlib, NumPy, Pandas*

- Implemented and compared accuracy of computational quadrature methods such as Simpson, Gauss, and Boole's Rule
- Developing adaptive integration algorithm to optimize efficiency and minimize error, for applications in machine learning

Mosquito Simulator | *Godot, GDScript*

- Collaborated with a team of artists and programmers to design, develop, and play test an interactive simulation game
- Implemented randomized NPC movement, collision mechanics, and dynamic state management using signals and nodes
- Built custom UI elements including tutorials and start/loading/end screens to streamline player experience

Pac-Man | *Java, JavaFX*

- Recreated Pacman using JavaFX, including maze generation, scoring system, pause functionality, and win/lose end screens.
- Developed pathfinding algorithm for ghosts' targeting behavior using BFS, 3 ghost modes, and staggered exit times.

ANALYTICAL & LEADERSHIP EXPERIENCE

Brown Collegiate Consulting Group <i>Consultant</i>	Sep 2025 - Present
<ul style="list-style-type: none">Collaborate with director of GitHub Copilot to increase Copilot adoption rate among college students and entrepreneursAssess student/early-stage developer needs for AI coding tools by interviewing and surveying 100+ studentsDevelop and present growth strategies and informed recommendations to strengthen Copilot's position among competitors	
StuffingStuff <i>Etsy Shop Owner</i>	Apr 2020 - Present
<ul style="list-style-type: none">Created & manage online business selling crochet patterns, with 10,000+ sales and \$35,000+ in revenueDesign products, conduct A/B tests, analyze SEO trends & keywords, explore competitive pricing strategiesUtilize Excel spreadsheets to conduct data analysis on KPIs and optimize business performanceAccumulated 1400+ reviews with 4.9/5 average rating, earned Etsy's bestseller badge for 10 different products	