

# Anthony Zheng

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## EDUCATION

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**University of Minnesota Twin Cities - 3.91 GPA**

*Minneapolis, MN*

*Bachelor of Science in Computer Science*

*September 2022 - December 2025*

**Coursework:** Data Structures and Algorithms, Discrete Structures, Linear Algebra, Machine Architecture and Organization, Program Design and Development, Advanced Programming Principles, Operating Systems, Intro to AI, Software Engineering, Practice of Database Systems

## EXPERIENCE

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**Aspen Technology | R&D Intern**

*June - August 2024*

- Implemented a tree map component to Voyager using TypeScript.
- Manipulated JSON data from Aspen Techs proprietary DBMS as well as from REST APIs to be able to be displayed on the tree map.
- Completed SWR tickets with bugs related from the front to the back end.

## PROJECTS

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**League of Legends Data Tracker** | *Angular, TypeScript, Python*

- Utilized Riots API to get data on individual players and their match performances.
- Developed a front-end UI using Angular and SCSS that displays the data in a concise and user-friendly way.

**Multi-Threaded TCP Server** | *C, Git*

- Implemented a multi-threaded, TCP based HTTP server capable of serving client requests concurrently
- Utilized mutexes and condition variables to implement blocking for enqueue and dequeue operations.

**Expense Tracker** | *React, JavaScript, MongoDB*

- Developed a full stack web application to streamline the organization and display of bank transaction data
- Built an API to manage and edit persistent data with MongoDB
- Implemented back-end logic using Python to read CSV files
- Designed an interactive and user-friendly UI using React

**Search Algorithm Visualizer** | *React, JS, Git*

- Visualizes how different search algorithms work on a grid with a start and end point
- Implemented feature allowing users to add barriers to create complex paths or mazes that will be searched

**Drone Delivery Simulator** | *C++, Git, Docker, Jira, Doxygen*

- Developed a drone delivery simulation that delivers packages using different search algorithms such as A\*, BFS, DFS and Dijkstras.
- Implemented a new feature that allows packages to be stolen while adhering to SOLID principles and utilizing design patterns such as the factory and observer method.
- Used Jira to assign tasks and organize work in a modified SCRUM environment

**Sudoku Game** | *HTML, CSS, JS*

- Used HTML, CSS, and JS to create a dynamic sudoku puzzle interface that can be solved.
- Integrated a backtracking algorithm to generate random Sudoku puzzles as well as solve them.

## SKILLS

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**Languages:** Python, Java, JavaScript, HTML/CSS, C, C++, OCaml, SQL, TypeScript

**Frameworks:** React, DevExtreme, Express.js, Angular

**Developer Tools:** VSCode, IntelliJ, Git, Docker, Jira, Doxygen, MongoDB, Postman