# Anthony Zheng

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# EDUCATION

## University of Minnesota

Minneapolis, MN

Bachelor of Science in Computer Science - 3.9 GPA (Dean's List 4 Semesters)

Sep. 2022 - December 2025

• Relevant Coursework - Data Structures and Algorithms, Database Systems, Operating Systems, Machine Architecture, Program Design and Development, Secure Software Systems, Internet Programming, Artificial Intelligence, Discrete Structures, Linear Algebra, Software Engineering

### EXPERIENCE

# Software Developer Intern

June 2024 – August 2024

Medina, MN

Aspen Technology

- Implemented a tree map component to Voyager using TypeScript, allowing **thousands** of customers to configure and display data in different ways
- Processed data from Aspen Tech's proprietary DBMS as well as from REST APIs to be compatible with DevExtreme components
- Collaborated with the team to triage and resolve tickets, addressing issues from UI inconsistencies to database errors

# Projects

# League of Legends Data Tracker (GSB) | Angular, Python, Flask, Git

- Utilized Riot Games API to get data on millions of players and their match performances
- Developed a front-end UI using Angular to display the data concisely which allows users to improve their gameplay

## Multi-Threaded TCP Server $\mid C$

- Built a multi-threaded, TCP based HTTP server capable of serving 20+ client requests concurrently
- Implemented thread synchronization using mutexes and condition variables to ensure atomic queue operations

#### Expense Tracker | React, MongoDB, Node.js, Git

- Developed a full stack web application to streamline the organization and display of bank transaction data
- Designed and built a **RESTful API** using Node.js and MongoDB to manage and update persistent transaction records
- $\bullet$  Implemented back-end logic using Python to read CSV files, reducing data entry time by up to 80%
- Created an interactive, user-friendly UI with React to improve data accessibility and user experience

#### Path Search Visualizer | React, JavaScript, Git

- Developed an interactive visualization to demonstrate the functionality of various search algorithms.
- Optimized search algorithms by using different heuristics, increasing performance by 21%

# **Drone Delivery Simulator** | C++, Docker, Git

- Developed a drone delivery simulation that can deliver 30+ 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
- Optimized search algorithms to reduce battery consumption of drones by 24%

## Sudoku | HTML, CSS, JavaScript, Git

- 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

#### TECHNICAL SKILLS

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

Frameworks: React, React Native, Node.js, Flask, Angular,

Technologies: Git, Docker, VSCode, IntelliJ, MongoDB, Git/Github, Jira, Docker, Postman, Expo