ANNA ZHENG

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Education

University of Central Florida   **Aug 2021 – Dec 2025**
Bachelor of Science in Computer Science | Minor in Math   *Orlando, FL*
GPA: 3.912

Relevant Coursework

- Computer Science I
- Object Oriented Programming
- Algorithms in Machine Learning
- Computer Science II
- Algorithms for Machine Learning
- Processes of Object-Oriented Software Development
- Web-based Information Tech
- Mobile Device Software Dev
- Computer Graphics
- Databases
- AI for Game Programming

Experience

University of Central Florida   **Aug 2022 – Present**
Undergraduate Learning Assistant (ULA)   *Orlando, FL*
- Guide students on programming assignments such as helping them debug their programs and suggesting hints on how to perhaps tackle the problem.
- Hold lab sessions: teach students new concepts while incorporating concepts taught in lectures and demonstrate how to break down and work thru the problems step by step.
- Host office hours over Zoom and in-person and answer any questions via Discord and email.

Projects

Project Kestrel: Autonomous Flight Design | *Python, Tensorflow, Keras, Scikit-learn, OpenCV*　**Sept 2024 - present**
- Build a network of autonomous systems that collaborate to generate automated flight paths using real-time computer vision from drones.
- Work on small face and posture detection models using Pre-Trained TF models and turn then into drone control algorithms.
- Collaborate with Sensor Systems team and identify the needed sensors required for final autonomous flight to be achieved.

Project Kestrel: Drone Sensor System | *Arduino IDE*   **Sept 2024 - present**
- Identify what sensors will be able to output required data for the Flight Design team and engineer a drone capable of autonomous flight.
- Provide detailed circuit diagrams and list of required components needed.

Vita OnLife | *Figma, Android Studio, Flutter, Dart, JavaScript*   **Sept 2024 - present**
- Collaborate with a startup team to improve user experience and expand the app's capabilities for holistic health tracking such as connecting to glucose-monitoring body stickers.
- Enhance the app by adding features such as tracking women's menstruation cycles, sleep effectiveness, fitness tracking, calorie counting, etc.

Team Rocket Games: Castle of Blood | *Unity, Plastic SCM, C#, Krita*   **Jan 2024 - Apr 2024**
- Developed a 2D Top-Down Zelda-Esque Dungeon game using Unity.
- Created main character design, movement and attack animations using Krita and Unity.
- Designed game layout, obstacles and interactions within a level using TileMaps in Unity.

Computer Graphics 3D Game | *Python*   **Nov 2023**
- Created a 3D platformer video game where player collect as many gifts as they can within a time limit using Python Pygame/OpenGL.
- Rendered 3D objects and implemented character movements, camera rotation, shadows, and collisions.

Technical Skills

Languages: C, Java, Python, SQL, HTML, CSS, JavaScript, TypeScript, R, C++
Cloud & Database Technologies: MySQL, MongoDB, Google Cloud Platform
Frameworks & Tools: React, Node.js, Express.js
Developer Tools: GitHub/Git, Plastic SCM, VS Code, Eclipse, XAMPP, Android Studio, Unity, Unreal
Certifications: Microsoft Office Specialist, Adobe Photoshop, Adobe Illustrator

Extracurricular Activities

Clubs & Organizations: Knight Hacks, Chinese American Student Association (CASA), Girl Who Codes, UCF Badminton Club, Society of Women Engineers (SWE), Association of Computing Machinery (ACM)