

# ANNA ZHENG

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## Education

### University of Central Florida

Bachelor of Science in Computer Science, Minor in Mathematics | GPA: 3.92

Orlando, FL

May 2025

## Technical Skills

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

**Frameworks & Libraries:** React, Next.js, Node.js, Express.js, Tailwind CSS, Vite, Pygame, OpenGL

**Developer Tools:** Linux, Git, GitHub, VS Code, Eclipse, Android Studio, Jupyter Notebook, Unity, Unreal Engine, Plastic SCM, Azure DevOps, MySQL, MongoDB, Supabase, Vercel

**Certifications:** Microsoft Office Specialist, Adobe Photoshop, Adobe Illustrator

## Experience

### Software Engineer

Feb 2025 – Present

Society of Hispanic Professional Engineers UCF

Orlando, FL

- Built core responsive **UI/UX** features for SHPE UCF's upcoming official website using the **T3 stack** (Next.js, TypeScript, Tailwind CSS, tRPC, Supabase, Drizzle ORM) to serve **300+** members and officers.
- Implemented sponsorship and donation system using **Square Catalog and Payments APIs**, eliminating reliance on external payment links.
- Enhanced shop management features from item creation to editing using **Square Catalog and Inventory APIs** with tRPC, enabling officers to update inventory, pricing, and product details.
- Developed a user profile system using **Supabase, Resend, and Square Order APIs**, allowing users to manage profiles, update resumes, track purchases, join membership, and reset passwords.

### Software Engineer Intern

Feb 2025 – May 2025

ZuLeris Interactive

Orlando, FL

- Co-developed a high-fidelity **Unity/C#** tactical communications training simulation in support of DoD, enabling operators to practice configuring radios, maintaining connectivity, and countering electronic warfare threats.
- Built immersive **3D environments** (open field, rural, urban) with dynamic weather effects (rain, fog) and ambient audio to simulate real-world communication challenges.
- Designed and implemented the **UI/UX** for the **AN/PRC-148 MBITR tactical radio emulator**, integrating realistic battery drain, charging, and button interactions to replicate actual device behavior.

### Undergraduate Learning Assistant (ULA)

Aug 2022 – Dec 2024

University of Central Florida

Orlando, FL

- Guided **200+** students across **4 core computer science courses** by assisting with debugging, providing problem-solving guidance and optimization, and reinforcing core programming concepts.
- Organized and taught weekly **lab sessions** of **30+** students, introducing new programming topics and reinforcing lectures through live coding, visual illustrations, and step-by-step explanations in a collaborative environment.
- Held weekly **office hours** (in-person and virtual via Zoom, with additional support via Discord and email) to address technical questions, clarify complex topics, and provide **1-on-1 academic support**.
- Led **review sessions** via Zoom and proctored exams/quizzes in ensuring academic integrity and smooth exam administration.

## Projects

**AesthetiQR** | MongoDB, Express, React, Vite, Node.js, TypeScript, Tailwind CSS, Postman, OpenAI API, Git

Mar 2025

- Led end-to-end development of an AI-enhanced QR code generator, designing and implementing core **UI/UX** with **Figma and React/TypeScript/Tailwind CSS** to support **20+** design variations using the **QrCodeStyling** library.
- Integrated **REST APIs** for user authentication, profile and QR code management, thoroughly tested using **Postman**.
- Implemented **OpenAI API** for AI-driven image generation, along with image upload, whiteboard drawing, and shape-based tools to expand creative design options.

**Veilrunner** | Azure DevOps, Jira, Unreal Engine 5, C++, Blender, Resprite, Krita, Git

Sept 2024 - Apr 2025

- Collaborated with a team of **6** to design and develop a 2.5D PvE auto-shooting survival game combining pixelated 2D characters with a low-poly 3D world in **Unreal Engine 5**.
- Created and animated **2D pixel art** omnidirectional character sprites and background assets using **Resprite**, and integrated skill effects into combat to enhance visual appeal and gameplay fluidity.
- Researched enemy AI and designed/integrated cohesive **UI/UX** components, ensuring responsive controls and an intuitive player experience.

**University Event Site** | XAMPP, Apache, MySQL, PHP, Google Maps API, Git

Apr 2024

- Developed a full-stack web application with role-based access (super admin, admin, student) for university event and organization management using **PHP**, allowing students to join organizations, create events, and engage via comments and ratings.
- Implemented event geolocation with **Google Maps API**, enabling events to be pinned by latitude/longitude and explored visually.