

EVAN ZHENG

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LANGUAGES & TECHNOLOGIES

- Experienced in Python and Java
- Familiar with C, C++, JavaScript, and SQL
- Knowledgeable about Android development, JavaFX, Maven, Gradle, SQLite, PyGame, NumPy, ReactJS, and Node.js.

WORK EXPERIENCE

Kumon Math and Reading Centre of Vaughan- Dufferin Hill

Vaughan, ON

Assistant Teacher and Grader

September 2019 - Present

- Taught mathematical concepts from basic counting up to calculus for students aged 5-18
- Helped students develop writing and literacy skills as part of Kumon's reading program

ACHIEVEMENTS

USA Computing Olympiad

March 2020

Gold Division

Canadian Computing Competition (Senior)

February 2020

Certificate of Distinction

Canadian Senior Mathematics Competition

November 2019

Top 50 in Canada (1%)

PROJECTS

Shapevolve (evanzheng.com/Shapevolve)

July 2020

- Built a genetic algorithm library that recreates artworks with circles, using Python 3.
- Used NumPy, OpenCV, and PyInstaller libraries, among others, and released on PyPI.

Three-Body Simulation (evanzheng.com/threebodysimulation)

June 2020

- Developed a JavaFX desktop app to computationally simulate a three-body problem in classical mechanics.
- Packaged into a native Windows app using GraalVM and a JAR file using Apache Shade and Launch4J.
- Used Maven build tools and Apache Commons Math and CSV libraries, among others.

BiblioBarcode (evanzheng.com/BiblioBarcode)

March 2020

- Built a complete Android app that scans photos of ISBN barcodes in order to create a formatted bibliography.
- Written using Java and SQL on Android Studio, with Gradle build tools.
- Utilized Google's Mobile Vision and Books APIs, among others.

EDUCATION

St. Theresa of Lisieux CHS

Richmond Hill, ON

Class of 2021

September 2017 - Present

98% '19-'20 Average, Awarded Principal's List (Top 5 in Grade Level)

MOOCs: Harvard CS50x, Machine Learning at Stanford University
