MENGYU ZHANG

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EDUCATION

Bachelor of Science, CSE| University of California - Merced

2018 – CURRENT (2022) | GPA: 3.75/4.0

Computer Science and Engineering Student. Learning/Passed: Vector Calculus, Data Structures, Linear Algebra, Computer Organization, Discrete Mathematics.

PROJECTS languages/frameworks ordered based on usage (left to right)

Full Stack Developer | "KnocKnock"

2018.07 – CURRENT | Android | Java, WebRTC, C++, PHP, MySQL

Developed a WebRTC based video conferencing project with features like real-time captioning, noise cancelling, and customized camera control options.

Full Stack Developer | FileTunnel.net

2019.03 – 2019.03 | Web | JavaScript, WebRTC, Node.JS, Socket.IO

Hackathon Project. Developed a Peer-to-peer file transferring website based on WebRTC. Utilized Node.JS for server-side signaling. Supports speed display, file caching, and multiple file queuing.

Full Stack Developer | Class Registration Helper ("CRH")

2018.11 – 2018.12 | Android | Java, Central Authentication Service, HTML, JavaScript

Developed an app for free space monitoring and auto-registration for courses users selected from the UC Merced course catalog.

Full Stack Developer | "ToDo"

2017.09 – 2018.11 | Android | Java, SQLite

Developed a note-taking/To-Do app with features like "smart" reminder, tagging, and total theme control with SQLite as the central database.

SKILLS ordered based on proficiency (top to bottom)

- Java
- C++/C
- JavaScript/HTML/CSS
- Python
- PHP
- Assembly (MIPS)

- Android Development
- React Framework
- SQL (MySQL & SQLite)
- WebRTC
- Node.JS
- Firebase/Google Cloud Platform
- Git & Continious Integration

- Windows
- Ubuntu/Arch Linux - bash

ACTIVITIES

Association for Computing Machinery – UC Merced: Executive Member

"HackMerced" IV – Hackathon: Participant (FileTunnel.net)