Kenny Zheng

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EDUCATION

Georgia Institute of Technology - College of Computing Atlanta, GA
- B.S.in Computer Science *Aug. 2019 – May 2024*
- Coursework: Data Structures, Algorithms and Design, Machine Learning, Artificial Intelligence, Systems Organization and Programming, Combinatorics, Discrete Mathematics, Linear Algebra
- Activities: Chinese Student Association, Asian American Student Association, Georgia Tech Ultimate Frisbee Club

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, C/C++, MySQL
Other Tools/Frameworks: Docker, React, Node.js, GitHub, Google Cloud Platform, PowerBI, PyTorch

EXPERIENCE

Georgia Tech Research Institute, Undergraduate Research Assistant | *Atlanta, GA* Jan. 2022 – Dec. 2023
- Developed a radio prototype to analyze geospatial data in **Python** improving data processing speed by 30%.
- Led a team to create a smart drone for L3Harris, enhancing 5G coverage by 15% in Bobby Dodd Stadium.
- Led the development of guide reports and comprehensive GitHub documentation for PyTorch architecture database, streamlining data scrubbing by 25%.

Aerospace Systems Design Lab, Undergraduate Research Assistant | *Atlanta, GA* May 2021 – Dec. 2021
- Designed a volute using **AutoCad** and integrated **MATLAB** data, increasing propulsion test accuracy by 15%.
- Revamped a JetCat engine application, reducing operational inefficiencies by 10% for unmanned aerial systems.
- Coordinated flight test program procedures, documented detailed procedures, and ensured adherence to regulatory standards, improving test reliability and compliance.

PROJECTS

UEFA Champions League Prediction Model, Machine Learning Model
- Engineered and deployed RNN and LSTM-based models with **Python/TensorFlow**, boosting knockout stage prediction accuracy by 30% compared to historical data.
- Refined and processed UEFA data from 1981-2021, optimized feature normalization and temporal data splitting, enhancing model training and validation.
- Attained a mean squared error of 0.9976 with Model 1, and elevated prediction accuracy to within +/- 1 win for Model 2, excluding outliers like Liverpool.

Pac-Man, Game
- Developed **Java**-based game with event-driven programming, improving gameplay responsiveness by 15%.
- Utilized agile/scrum practices and object-oriented programming principles to design a Graphical User Interface(GUI) application tailored towards the client's requirements.

Stock Market Forecaster, Machine Learning Model
- Built LSTM-based Recurrent Neural Network model in **Python** using data funneled from Yahoo Finance API, achieving a 250% increase in personal portfolio value over 6 months.
- Analyzed U.S. financial market data from past 150 days, enhancing model accuracy in predicting long-term gains.

Maze Finder, Web Application
- Designed a **React.js**-based app using Dijkstra's algorithm, improving path finding speed by 20% in complex grids.
- Integrated user-defined obstacles, ensuring accurate navigation and shortest route determination.

Kast XTRA, Web Application
- Programmed a **React Native** app for event management, increasing volunteer registrations by 30% for 5 events.
- Streamlined ticket sales and volunteer coordination, boosting event revenue by 100% to over $36k.

LEADERSHIP

Chinese Student Association, President
- Spearheaded a team of 35 board members, driving a 30% increase in membership through effective outreach and recruitment initiatives.
- Facilitated 15 cultural events, enhancing campus engagement and promoting Chinese culture to a broader audience.