

Katherine Zeng

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EDUCATION

Northeastern University, Boston, MA

Sept. 2020 - Present

Khoury College of Computer Sciences

Expected May 2024

Candidate for Bachelor of Science in Computer Science and Business Administration

Honors: GPA 3.62 / 4.00 – Deans List

Relevant Courses: Object-Oriented Design, Algorithms and Data, Programming in C++,
Mobile Application Development, Database Design,
Fundamentals of Computer Science 1 and 2, Mathematics of Data Models,
Discrete Structures, Introduction to Mathematical Reasoning

Activities: Women in Technology, CS Mentoring Organization, Eon Dance, Asian Student Union

TECHNICAL SKILLS

Languages: Java | C++ | HTML | CSS | JavaScript | TypeScript | SQL | Bash | Python | DrRacket

Software/Systems: IntelliJ | Visual Studio Code | Android Studio | Eclipse | Git | MongoDB | MySQL |
Firebase | Postman | Microsoft SQL Server | Linux | LaTeX

Frameworks: Java Spring Boot | Angular | Kendo UI

EXPERIENCE

Full-Stack Software Developer Co-op | Entrust Corporation, Concord MA

July – Present

- Developed full-stack solutions on web applications and back-end systems, such as compromised key validation, account assignment, and record updates for salespeople.
- Utilized Java Spring Boot, JSP, Kendo UI, Angular, Microsoft SQL Server, Tomcat, and RESTful web services to build administrative tools that optimized experience for 150+ clients.
- Improved developer efficiency and business efforts by fixing bugs and writing Angular documentation.
- Organized wireframe meetings, presented demos, and partnered with senior architect to discuss features and enhancements with salespeople, support representatives, PMs, and developers.

PROJECTS

Productivity App | Java

June. 2022

- Architected Android self-care app that helps users improve focus and manage distractions while studying.
- Included customizable timers, reward system, and study session trackers.
- User information are authenticated, stored, and updated in cloud database (Firebase) upon login.

Predator and Prey | C++

April. 2022

- Built automatic simulation using C++ that represents a number of predators chasing after their prey.
- Algorithm factors in realistic conditions such as movement range, life span, breeding, starvation, time, etc.
- Incorporated encapsulation and prevented memory leak.

Personal Website | HTML, CSS, JavaScript

Jan. 2022

- Designed responsive and resizable portfolio website displaying coding projects, skills, and photography.

Mastermind | Java

July 2021

- Developed game prompting users to decipher randomly-generated color key through instant feedback.
- Applied S.O.L.I.D principles from Object-Oriented Design including Single-Responsibility, Open-Closed, Interface Segregation, and Dependency Inversion.
- Utilized Northeastern's jar library to represent graphics and simulate animations.

Image Processing | Java (Java Swing)

June 2021

- Pair-programmed interactive Java GUI application centered around layered image manipulation.
- Leveraged the Model, View, Controller architectural pattern to create images programmatically, import and export images, manipulate individual layers, and add image transformations.
- Implemented JUnit testing framework to ensure code functionality and robustness.

INTERESTS

Interests: Badminton, Archery, Painting, Photography, Chinese Classical Dance, Swimming, and Piano