Zhenglin (David) Ning

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EDUCATION
December 2024

University of California, Irvine
B.S. in Computer Science
GPA: 3.54

TECHNICAL SKILLS

Programming Languages: Python, C++, Java, React, HTML, SQL
Languages: English (native), Chinese (native), Spanish (intermediate)

PROFESSIONAL EXPERIENCES

Tangram Counseling Chat AI Project

Full Stack Student Developer | Irvine, CA   Apr 2023 – Present

- Use React.js to create an application that allows user to seek advice and summarize ideas for counselor purposes.
- Utilize OpenAI Application Programming Interface to send and receive response.
- Implement voice transcription using Whisper to get users' voice input.

2035 VR Escape Room

Supervised by Professor André Van de Hoek in the School of Informatics and Tim Kashani
Student Game Developer | Irvine, CA   April 2023 – Present

- Develop VR game using Unity and C# programming.
- Create storyline for the game.
- Use tools such as Reallusion to capture motion for the game development.
- Make game design for example, the design of rooms and character for each level.

Edsight Web Application

Full Stack Student Developer | Irvine, CA   September 2022 – April 2023

- Make features for Edsight web application using React.js.
- Implement database system with CRUD operations.
- Create a splash page website using HTML and CSS. (Link to website: https://aboutedsight.github.io/)
- Utilize GitHub to develop the project through collaboration and tracking progress.

Goal Management tool for Mentor

Project Initiator & Leader & Developer | Beijing China   January 2021 – April 2021

- Initiated an online project that aims to solve goal management issues in my high school.
- Built an application that can take user's input and store them into database; the application can show graphs about the goal's progress and allow user to add tasks under their goals.
- Utilized applications such as IntelliJ IDEA, WebStorm, Sketch, etc.
- Used Vue for frontend development and Java programming for backend development; this project also includes some SQL language.

Seendio Company

Full Stack Student Intern | Beijing, China   Summer 2019, 2020

- Communicated with customers about products.
- Involved in work such as collecting user feedback on design, function, and usability after using the product.

- Designed a web application using Axure and Sketch for wireframe and high-fidelity design.
- Made application that can store user's data into MySQL, used Java for backend programming.

RESEARCH EXPERIENCES
Design and Partnership Lab at University of California Irvine
Supervised by Professor June Ahn in the School of Education. (Link: https://www.daplab.education.uci.edu/)
Student Researcher | Irvine, CA   September 2022 – Present

- Apply web development skill to create a website for partnered districts that allows middle school teachers to keep track of their students' performance.
- Use tools such as React to develop the web application.
- Analyze interviews with teachers and coaches to do qualitative coding.
- Write descriptions of the measures for classroom performances.
- Categorize information from the interviews that will be used for the UCI school of Education BJET project (publication).

Image Recognition with Neural Nets Mathematica Research at University of California Irvine
Supervised by Graduate student Thomas Beardsley in the School of Physical Science
Student Researcher | Irvine, CA   April 2022 – June 2022

- Applied knowledge in computer science and math to develop a program that identifies images using neural networks.
- Developed an algorithm that can reach 80 percent of correctness.
- Built convolutional layers, Gradient Descent algorithm, ReLu function to enhance the program.
- Collaborated with UCI graduate student mentor. (How I collaborated) Studied neural networks and their applications.
- Presented the correlation between the techniques and the accuracy of the program.

VOLUNTEERING AND LEADERSHIP EXPERIENCE
Reconvene – Non-profit organization
Technology Assistant | Remote   September 2022 – June 2023

- Makes promotion videos and Maintains website. (Link to website: https://reconveneca.wordpress.com/executive-team/)
- Apply coding knowledge to make feature such as book recommendation program to apply to the website.

ACTIVITIES
Information and Computer Science Student Council (ICSSC)
Member | Irvine, CA   March 2022 – July 2022

- Learned about fundamental knowledge of software development and web development.

Business in Cartoon Book Translation
Translator | Remote   December 2021 – February 2022

- Translated the book *Business in Cartoon* by Paul R. Niven and Tor Inge Vasshus from English to Chinese.

AWARDS, FUNDS, AND HONORS
- UCI Entrepreneurship Scholarship Award for start-up (2022)
- UCI Dean's Honors List many times (2022, 2021)
- UCI Summer Undergraduate Research Proposal Accepted (2023)