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Orion Meng

306 West Main St.
Madison, WI

EDUCATION

University of Wisconsin — Madison, WI
Bachelor of Science in Computer Science — *Sep 2020 – May 2024*

- **Cumulative GPA**: 3.5/4.0
- **Mathematics:** Calculus (I–III), Discrete Mathematics, Matrix & Linear Algebra, Combinatorics, Cryptography.
- **Fundamentals:** Object-Oriented Programming, Data Structures, Computer Engineering, Numerical Methods, Digital Systems, Machine Organization, Mobile Systems & Applications, Algorithms, Machine Learning.

EXPERIENCE

Acaia — *Software Developer Intern* — *Jun 2023 – Aug 2023*

- Analyzed an Android application used to control coffee scales to better understand the life cycle of an activity.
- Produced an XML file after testing out different layouts to create the frontend UI of an Android application.
- Generated a Google Maps API key and configured an Android project through the Google Maps API integration.
- Reviewed documentation on application interaction with external devices and organized findings into a report.
- Collaborated with a senior engineer to understand project specifications and investigate project requirements.

Crestwood Scratch Club — *Instructor* — *Jan 2022 – May 2022*

- Coordinated weekly virtual after-school club introducing elementary school students to computer programming.
- Promoted critical thinking by incorporating bonus elements into projects to keep kids challenged and engaged.
- Established a fun learning environment for kids to share their creativity while practicing programming concepts.

PROJECTS

Alarm Clock — *Full Stack Developer* — *Sep 2023 – Dec 2023*

- Managed the responsibilities of each developer and ensured all deliverables were completed prior to any deadlines.
- Leveraged Gradle to define, customize, and automate build configurations for quickly running and testing code.
- Modified the dismiss button of a normal alarm clock app to launch a custom process interacting with user input.
- Created frontend UI in XML and engineered backend functions in Java to only foster efficient activity lifecycles.
- Called a REST API to query databases based in SQLite and location services backed by Google Cloud Platform.
- Utilized a SQLiteDatabase to store all user-related information with insert, update, query, and delete functions.

Tic-Tac-Toe — *Full Stack Developer* — *Dec 2023*

- Developed the standard tic-tac-toe game using React which allows two players to play using the same interface.
- Defined multiple anonymous functions to handle clicks, such as populating empty squares with a player token.
- Kept a history of player moves using the map function in JavaScript which enables recalling to previous boards.

Cache Simulator — *Full Stack Developer* — *Mar 2023*

- C program simulating the functionality of a cache while logging statistics such as cache hits, misses, and evictions.
- Implemented the Least Recently Used replacement policy to maintain reliable and consistent writes in evictions.
- Constructed an additional function to automatically traverse any heap and coalesce all of the adjacent free blocks.

Campus Map — *Backend/Data* — *Nov 2021 – Dec 2021*

- Java program which applied Dijkstra's algorithm to search for the shortest path between any campus locations.
- Extracted, validated, and cleaned data from CSV files to create a usable collection of building and road details.
- Tested the instantiation of custom objects from independently imported data to maintain code abstraction.

SKILLS

Programming Languages: Java, Python, C/C++, JavaScript/TypeScript, HTML/CSS, MATLAB, Haskell, Kotlin
Software/Tools: SQLite, VS Code, Google Cloud Platform, Git, Linux, Node, React, Android Studio, Microsoft Excel
Interests: Violin (11 years), VALORANT (top 1%), Teamfight Tactics (top 0.01%) | **Languages:** English, Mandarin