# Orion Meng

orion.meng@gmail.com • (414) 241-2680 • [linkedin.com/in/orionmeng](linkedin.com/in/orionmeng) • [github.com/orionmeng](github.com/orionmeng)

## EDUCATION

**University of Wisconsin-Madison** | **Madison, WI**

**B.S. in Computer Science** | **GPA:** 3.6/4.0        **Sep 2020 - May 2024**

**Relevant Courses:** Algorithms, Cryptography, Data Structures, Digital Systems, Discrete Mathematics, Machine Learning, Machine Organization, Matrix & Linear Algebra, Mobile Systems & Applications, Object-Oriented Programming

## TECHNICAL SKILLS

**Programming Languages:** Java (Advanced), Python (Advanced), C/C++, JavaScript, HTML/CSS, MATLAB, Haskell, Kotlin

**Software/Tools:** Git, Linux, Node, React, SQLite, VS Code, Google Cloud Platform, Android Studio

## RELEVANT EXPERIENCE

**Software Developer Intern** | **Acaia** | **Remote**        **Jun 2023 - Aug 2023**
- Analyzed an Android application used to control coffee scales to better understand the life cycle of Android activities.
- Produced XML files using linear and constrict layouts to create the frontend user interface 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** | **Madison, WI**        **Jan 2022 - May 2022**
- Coordinated a weekly after-school club which introduced elementary school students to concepts in 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 express creativity while practicing the fundamentals of programming.

## PROJECTS

**React Website Portfolio** | **Personal Project**        **Jul 2024**
- Developed a website using React which includes a unique favicon logo, feature background video, navigation bar, and footer.
- Defined multiple anonymous functions to handle clicks, such as the usage of the navigation bar and visiting external links.
- Designed each component using Cascading Style Sheets in order to efficiently reuse different styles of buttons and icons.

**Cache Simulator** | **Individual Class Project**        **Mar 2023**
- C program simulating the functionality of a usable cache while logging the statistics of cache hits, misses, and evictions.
- Implemented the Least Recently Used replacement policy to maintain reliable and consistent writes in order of evictions.
- Constructed an additional function to automatically traverse any heap and coalesce all of the adjacent free blocks of data.

**UW Campus Map** | **Class Group Project**        **Nov 2021 - Dec 2021**
- Java program which applied Dijkstra's algorithm to search for the shortest path between any pair of UW-campus buildings.
- Extracted, validated, and cleaned data from CSV files to create a usable collection of thousands of building and road details.
- Tested the instantiation of custom objects from independently imported data in order to maintain code abstraction.

## LEADERSHIP EXPERIENCE

**UW-Madison Red Team Captain** | **VALORANT**        **Sep 2022 - Dec 2023**
- Demonstrated composure in matches that demanded fast reactions and quick thinking by keeping track of each team player.
- Choreographed and successfully executed multiple offensive and defensive strategies while maintaining team composition.