

# Oscar Zheng

📍 San Lorenzo, CA — 📞 510-703-8680 — ✉ oscar7zheng@gmail.com — 🔗 linkedin.com/in/ozheng7 — 🐙 github.com/ozheng7

**Summary** — Computer Science graduate with a strong work ethic and genuine enthusiasm for software development, ready to grow and contribute in a professional setting.

## Skills

<b>Languages</b>	Python, Java, C++, C, HTML5, CSS	<b>Development</b>	Front-End Dev, Agile Collaboration, Iterative Design, Test-Driven Dev
<b>Web/Frontend</b>	HTML5, CSS, JavaScript, Figma, UI/UX	<b>Testing</b>	Pytest, Unit Testing, Integration Testing
<b>Tooling</b>	Bash, Docker, Make, GDB, Valgrind, Vim		

## Experience

**Electric Bike Center California** Jun 2024 – Present  
*Bike Technician*

- Diagnosed and repaired 15–20 electric bikes per month, resolving complex hardware issues in a fast-paced environment
- Maintained detailed inventory tracking for 30+ bikes, ensuring accurate repair workflows and part lifecycle management
- Processed monthly transactions exceeding \$1,000 across 10+ customers using integrated POS software
- Automated inventory tracking with spreadsheet tools, improving accuracy and reducing manual errors
- Coordinated with 5+ vendors to source parts and handle warranty claims, streamlining the repair supply chain
- Balance technical repairs with organizational and customer service responsibilities, demonstrating multitasking and self-management skills

**Watering Hope** Jul 2024 – Sep 2024  
*Web Development Intern*

- Collaborated within a 6+ person cross-functional team to design and deliver a user-focused web application within a 2-month timeline
- Developed front-end features and integrated third-party payment APIs to optimize user experience and functionality
- Employed version control best practices with GitHub, including branch management and peer code reviews
- Used wireframing and prototyping tools to translate user needs into intuitive UI designs
- Iterated on feedback through agile communication channels, improving product quality and team coordination
- Delivered a production-ready website with scalable and maintainable code: 🐙 wateringhope.org

## Projects

**Predictive Modeling of Video Game Sales Using Launch Attributes** Jan 2025 – Mar 2025

- Analyzed 1,650+ video games to assess how platform, genre, and price impact post-2010 sales
- Built predictive models (linear, Lasso, Random Forest) with a best  $R^2$  of 0.24
- Used Python (pandas, seaborn, scikit-learn) for EDA and visualizations, finding no consistent predictors of high sales
- 🐙 Github

**Custom 9-bit ISA Design & Processor Implementation** Jul 2024 – Aug 2024

- Designed a 9-bit custom ISA and single-cycle datapath with 16 registers, supporting MIPS-like instructions
- Implemented and tested processor hardware and control logic in SystemVerilog using ModelSim
- Developed assembly programs for Hamming distance, arithmetic difference, and shift-add multiplication algorithms
- 🐙 Github

**Pantry Pal** Sept 2023 – Dec 2023

- Built a full-stack Java app using GPT-4 and Whisper to generate recipes from text or voice input
- Designed the JavaFX UI and integrated MongoDB for user accounts and ingredient storage
- Worked in a 4-person Agile team, handling 50+ AI requests per session in local demos
- 🐙 Github

## Education

**University of California, San Diego**  
*Bachelor of Science in Computer Science*

- Completed core coursework in programming, algorithms, systems, software engineering, and applied math/statistics