

Peter Zeng

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Employment History

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| Aug 2020 – ongoing | Technology Intern KSL Diagnostics, Buffalo, NY <ul style="list-style-type: none">Assisted with the development of our HelpDesk web-server to help process technology issues of almost 100 employeesMaintain and manage the various devices of the main and off-site labs |
| Jan 2019 – Dec 2020 | Tutor Academic Success and Tutoring Center, Stony Brook University, NY <ul style="list-style-type: none">Tutored students in physics and various computer science courses |

Education

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| Sep 2017 – May 2021 | B.S. Computer Science Stony Brook University
GPA: 3.52 <i>Specialization in Data Science and AI</i> |
| Feb 2021 – ongoing | M.S Computer Science Stony Brook University |

Projects

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| waveback | https://github.com/CSE416-NLP/waveback <ul style="list-style-type: none">Playlist creation/sharing/playing web application developed using the MERN stack and Spotify API |
| PBX Server Simulator | https://github.com/peterzeng/cse320/tree/master/hw5 <ul style="list-style-type: none">Multi-threaded simulation of a PBX telephone system written in C |

Research

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| Real-Time License Plate Recognition | University at Buffalo <ul style="list-style-type: none">Working on the UB CAVAS team for the development of a fast and accurate license plate recognition program written in Python, utilizing OpenCV |
| WolfieTools Lab Simulation Builder | Stony Brook University <ul style="list-style-type: none">Submitted a grant proposal to the NSF for the development of a flexible, virtual, widely available laboratory simulation builder |

Skills

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| Languages | Java, Python, Javascript, C |
| Technologies | React, MongoDB, Git, Linux-Shell, OpenCV |

Relevant Coursework

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|-------------|---|
| Completed | Machine Learning, Statistics for Data Science, Computational Geometry, Systems Computer Networks, Algorithms, Software Engineering, Theory of Computation |
| In Progress | Computer Vision, Data Visualization, Advanced Systems Programming |