Peter Zheng

✉ pzheng2@binghamton.edu ☎ (646) 406-9687 🏠 7-18 119ᵗʰ Street, Flushing, NY, 11356

Education

Binghamton University, State University of New York   **May 2015**
Bachelor of Science in Computer Science
course highlights: Data Structures & Algorithms, Database Systems, Operating Systems

App Academy   **December 2015**

- Intensive web development training program
- Emphasizes pair programming. Acceptance rate < 5%

Skills

Languages: Java, C/C++, C#, Python, SQL, Assembler, Ruby, Javascript, HTML, CSS, LESS
Tools: Eclipse, Visual Studio, IDLE, Unity, Ant, Atom, Git, AWS, SQL Server
Other: AJAX, jQuery, Rspec, React, Ruby on Rails, Bootstrap

Projects

Zelp   Live • **GitHub**

- Single-page React app built on Ruby on Rails, inspired by Yelp
- Used paperclip and AWS S3 to allow users to upload images to the cloud.
- Used google maps API and ruby geocoder to verify map coordinates of restaurants.
- Supports multi-search using the PgSearch gem and kaminari to paginate search results.

Maze Generator/Solver

- Implemented Prim's algorithm for maze generation and calculated the shortest path between two points using Dijkstra's algorithm.
- Generated a 3D maze using the Unity engine.
- Written in C#

School Database System

- Developed using Java and SQL
- Supports all CRUD operations
- Created tables for storing students, courses and enrollments and triggers to update tables automatically.

Generic Checkpointing

- Developed an easily extendable generic library to serialize and deserialize objects in XML.
- Implement the strategy pattern and dynamic proxies using Java Reflection.

Experience

Software Engineer at GreenSlate (formerly IndiePay)   **July 2016 - Present**

- Writing code in every level of the stack: SQL, C#, javascript, html, less, css.
- Designing and implementing various new features such as a notifications system, dashboard with real time statistics and an eco-tracker page.

Course Assistant   **December 2012**
Programming Concepts & Applications
Binghamton University, State University of New York

- Conducted weekly labs and held regular office hours.
- Responsible for evaluating assignments and projects for 30 students.

Software Contests

Rensselaer Polytechnic Institute Hackathon
24-hour hackathon

- Created an interactive game using Leapmotion software in a small team.

Programming Competitions

- Indeed Prime Challenge on HackerRank (third place prize)

📁 www.peterzzheng.com   ⦿ www.github.com/pzheng2   in www.linkedin.com/in/pzheng2