Tianyi Zheng

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Education

University of Pittsburgh, Pittsburgh, PA　　　　　　　　　　　　　Aug 2020 - Apr 2024

B.S. Computer Science
  - Relevant Coursework: Data Structures, Systems Software, Applied Statistics, Computer Organization, Discrete Structures, Calculus 1/2/3

Tesoro High School, Rancho Santa Margarita, CA　　　　　　　　　Aug 2016 - Jun 2020

High School Diploma　　　　　　　　　　　　　　　　　　　　　　　　GPA: 4.53/4.0
  - Graduated in top 10% of graduating class.

Projects

Game of Life (Javascript, p5.js)
  - Implemented Conway's Game of Life in a web browser.
  - Learned how to create visuals using the p5.js Javascript library.
  - Generated a toroidal game grid that allowed the user to input custom starting states.

Huffman Coding (C++)
  - Implemented Huffman coding to compress and decompress text files.
  - Learned file I/O and bit manipulation in C++.
  - Generated custom Huffman binary trees for a given text file.
  - Compressed text files by up to 40%.

Pac-Man (Java)
  - Recreated the '90s arcade game Pac-Man.
  - Designed animated sprites and pixel art to match those in the original game.
  - Learned basic game design in Java using the Greenfoot IDE.

Skills

Languages: C++, Java, Python, C, HTML

Technologies: Git/GitHub, LaTeX, Vim

Activities

Pitt Computer Science Club　　　　　　　　　　　　　　　　　　Aug 2020 - Present

Society for Asian Scientists and Engineers　　　　　　　　　Aug 2020 - Present

Kappa Theta Pi　　　　　　　　　　　　　　　　　　　　　　　Sept 2020 - Present