

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, Javascript, HTML/CSS

Technologies: Git/GitHub, LaTeX, Vim, p5.js

Activities

Pitt Computer Science Club, Member Aug 2020 - Present

- Participates in career workshops, networking events, and social activities with fellow club members and computer science students.

Pitt Society for Asian Scientists and Engineers, Member Aug 2020 - Present

- Participates in general board meetings, study sessions, and social activities with fellow peers in STEM-related fields.