

Younging Zheng

Boston, MA | Availability: January - August 2026 | zheng.youn@northeastern.edu | 617-845-2873
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Education

Northeastern University Khoury College

Candidate for B.S., Computer Science

GPA: 3.64/ 4.0 | Dean's List

Relevant Coursework: Program Design and Implementation, Foundations of Data Science, Fundamentals of Computer Science I and II

Boston, MA

May 2027

Technical Skills

Languages

Java, Racket, Python

Tools & Frameworks:

IntelliJ IDEA, Eclipse, Dr.Racket

Work Experience

Global Student Ambassador - TA for Calculus I and Calculus II

September 2024 - Present

Northeastern University,

Boston, MA

- Tutored **20+ students weekly** in Calculus I & II, breaking down complex topics such as chain rule and integration
- Created supplemental problem sets and step-by-step explanations, improving student exam scores by **15–20 points**
- Received positive feedback for clarity and patience, strengthening communication and mentoring skills.

Projects

Simplified 2048 Game — Java, Eclipse, JUnit; Developer

June 2025

- Designed and implemented a simplified version of the 2048 puzzle game using object-oriented programming principles
- Built game logic for tile movement, merging, and score calculation, ensuring correctness through unit testing
- Leveraged Eclipse debugger and test-driven development to identify and resolve runtime issues, achieving a full-score submission

Paint Blending Application — Java, Interfaces; Developer

May 2025

- Developed classes implementing IPaint and IMixture interfaces to support color blending, brightening, and darkening
- Debugged and optimized blending algorithms to align with color model expectations
- Passed all instructor-provided unit tests, demonstrating correctness of design

Klondike Solitaire Game — Java, MVC Pattern; Developer

October 2025

- Built a text-based Klondike Solitaire game following the Model-View-Controller (MVC) design pattern in Java.
- Implemented core game logic, including card movement validation, deck shuffling, and foundation pile updates.
- Designed and tested modular classes (BasicKlondike, CascadePile, DrawPile) to ensure clean architecture and reusability.

Activities/ Interests

- Digital Content Creation TikTok: Produced short-form educational and entertainment videos on TikTok, reaching 47K+ followers and earning 1.1M+ likes
- Judge, Boston Debate League: Evaluated debate rounds for middle/high school competitors, providing constructive feedback and fostering critical thinking.