Youning Zheng

Boston, MA | Availability: January - August 2026 | zheng.youn@northeastern.edu | 617-845-2873
LinkedIn: linkedin.com/in/youning123 | Github: github.com/youning62 | Portfolio: youning62.github.io/

Education

Northeastern University Khoury College   **Boston, MA**
Candidate for B.S, Computer Science   *May 2027*
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

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.