

# Qin Tao Zeng

3rd Year Computer Science student at University of Birmingham

## Contact Information

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## Education

2018 – 2022 **Szinyei Merse Pál Secondary School**  
All érettségi subject achieved above 80%

2022 – Present **University of Birmingham**  
BSc Hons Computer Science  
Expected Graduation: June 2025

## Technologies and Languages Skills

IT Python | Java | PostgreSQL | Haskell | HTML | CSS

Language Chinese: Native | Hungarian: Bilingual | English: Advanced Level

## Work Experience

2024 **Sales & Logistics Admin Intern**  
*SAIC Motor Central and Eastern Europe Kft.*  
*Budapest, Hungary*

- Automated logistics and sales processes using Python scripts and Excel macros, reducing task time by 30%.
- Strengthened automation skills and gained industry insights into logistics and sales processes.
- Example Projects and Tasks:
  - MG Data Extractor App: Designed a Python application to automate Excel data extraction and processing, significantly improving workflow efficiency.
  - Car Price List Automation: Automated car price data extraction from 5+ brand websites, reducing data collection time by 50%.
  - Daily/Weekly Reports: Created regular sales reports that enhanced strategic decision-making by providing timely insights and analysis.
  - Dealer Visits: Visited 12 dealerships across Hungary, including Szekszárd, Pécs, and Miskolc, gaining industry insights and building stronger relationships with dealers.

## Project Experience

2023

### **Software Design Project for Sustainable Society**

*University of Birmingham*

- Spearheaded the development of an innovative mobile application, GreenScan, aimed at promoting environmental sustainability.
- Overall, mark 76% after evaluation.
- Key Contributions: Requirements Engineering, Software Specification, Analysis and Design with UML, Usability and Prototyping.

2023 – 2024

### **Web Development Team Project**

*University of Birmingham*

- As a part of the team developed a full-stack web application for one of the society in the university - TTGS(Tabletop Gaming Society) using Jhipster, Java, TypeScript, Angular and industry-standard Agile techniques.
- Overall, mark 71% after evaluation.
- Key Contributions: Utilized git, Kanban, CI/CD, and peer review, Ensured seamless communication between features and the database. Developed the game management system to add, delete, and sort games.

## Certifications

2020

Python for Everybody – Coursera, University of Michigan

2020

Python Data Structure – Coursera, University of Michigan

2023

Google Data Analytics – Coursera, Google