Tony Zeng

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EDUCATION

University of Minnesota – Twin Cities   Minneapolis, MN

Bachelor of Arts in Computer Science   Expected Graduation – May 2020

- Relevant Coursework – Machine Architecture, Advanced Programming Principles, Algorithms and Data Structures, Introduction to Operating Systems, Intro to Artificial Intelligence, Intro to Machine Learning, Program Design & Development
- Clubs – MKDC (Events Coordinator), MCAST (Member), Cloud Computing Group (Member)
- GPA – 3.28/4.00

SKILLS

- Computer Languages: Java (Proficient), Python (Intermediate), C (Intermediate), OCaml (Intermediate), LaTeX (Beginner), Assembly (Beginner), HTML/CSS (Beginner), MySQL (Beginner)
- Programs: Windows, Linux, MATLAB, Git, Adobe Premiere Pro, Amazon Web Services, Jupyter, Anaconda

EXPERIENCE

Maverick Software Consulting   Minneapolis, MN

Software Engineer Intern   May 2019 - Present

- Developing

Tech Tac Toe   Excelsior, MN

Programming Curriculum Development Specialist Intern   January 2019 – May 2019

- Developing curriculum for 7-14 year old using Scratch, JavaScript, Python, Java, and other programming languages.
- Integrating curriculum into a learning management system.
- Researching a system for kids to access content online.

Twin Cities Chinese Dance Center   Shoreview, MN

Dance Instructor   September 2018 – June 2019

- Preparing weekly and monthly dance lessons for students of varying skill levels.
- Instructing and demonstrating dance moves and techniques to further develop the students dance ability.
- Coaching students for dance recitals and performances.

Art of Problem Solving   San Diego, CA

Python Grader; Contractor   April 2017 – June 2018

- Analyzed and debugged Python code with set guidelines in a timely manner.
- Written evaluations of student homework to pass on techniques or skills they do not have.
- Collaborated with course teacher to deliver thorough instructional feedback for students.