

# Tony Zeng

763-273-0170 | zengx356@umn.edu | linkedin.com/in/tony-zeng | github.com/zengx356

## EDUCATION

---

### University of Minnesota – Twin Cities

Minneapolis, MN

Bachelor of Arts in Computer Science

Expected Graduation – May 2020

- Clubs – MKDC (Events Coordinator), MCAST (Member), Cloud Computing Group (Member)
- GPA – 3.26/4.00

## EXPERIENCE

---

### Maverick Software Consulting

Minneapolis, MN

Software Engineer Intern

May 2019 – December 2019

- Work with Thomson Reuters Global IP App Development team to test Westlaw Next, an online legal research service that provides more than 40,000 databases of information resources.
- Develop and refactor regression and automated tests using Selenium, C#, and Visual Studio.
- Execute automated and manual tests for new software releases to ensure high code quality.
- Submit trackers to Team Foundation Server (TFS) and verify bug fixes with developers to ensure intended functionality.
- Collaborate in an Agile team with 10 members across the globe, requiring concise and clear communication daily.

### 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.

## SKILLS

---

### Experience with:

- Python
- Java
- C
- C#
- Git
- Jupyter
- Visual Studio
- Test Automation

### Exposure to:

- Linux
- MySQL
- HTML
- TFS
- CSS
- Bootstrap 4
- NumPy
- Pandas
- Seaborn
- Scikit-learn
- Selenium

## PROJECTS

---

### Subreddit Chatbot

- Scraped millions of comments off Reddit using PRAW which provided the training data for communication. Trained the data using a sequence to sequence model to allow the user to fully converse with the chatbot on a variety of computer science related topics. Used python, PRAW, and TensorFlow for this project.

### Portfolio Website

- Personal portfolio website developed primarily using HTML, CSS, Bootstrap 4, and JavaScript. Showcases personal projects and myself as a programmer. Hosted site through Github Pages.

### Maplestory Bot

- Automating gameplay by simulating player keystrokes and mouse movement to help ease tedious tasks. Used Python and Python's keyboard and mouse library, PyAutoGUI.