Allen Zheng

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EDUCATION

The Ohio State University

Expected May, 2025

Bachelor of Science in Computer Science & Engineering

Columbus, OH

GPA: 3.83

Relevant Coursework: Data Structures, Algorithms, Discrete Mathematics, Digital Logic, Software Development (Java), Web Development, Database Systems, Linear Algebra, Statistical Engineering, Fundamentals of Higher Mathematics, Systems Programming

WORK EXPERIENCE

Hubble Jan. 2024 – May 2024

Software Development Intern

Columbus, OH

- Collaborated with the development team to design, develop, and implement new features and enhancements to the Hubble platform.
- Participated in code reviews to ensure code quality and identify areas for improvement, and assisted in troubleshooting and debugging software issues to ensure smooth operation.

TECHNICAL PROJECTS

VolcAddons- Minecraft ChatTriggers Module (JavaScript, Java)

<u>GitHub Repository</u>: <u>https://github.com/zhenga8533/VolcAddons, https://zhenga8533.github.io/VolcAddons/Module Website</u>: https://www.chattriggers.com/modules/v/VolcAddons</u>

- Spearheaded the development of a highly-demanded mod, amassing over 100,000 downloads and cultivating a thriving community of 5,000+ active users.
- Proactively addressed user concerns and implemented feedback, elevating user satisfaction and honing skills in long-term project maintenance.

Nitrackeer- MERN Stack Website (JavaScript, HTML, CSS, Python)

<u>GitHub Repository</u>: <u>https://github.com/zhenga8533/Nitrackeer-V2</u>

Static Website: https://nitrackeer.onrender.com

- Conceptualized and executed a MERN stack website, seamlessly integrating custom APIs, external APIs, and a dedicated database for efficient data retrieval.
- Engineered an immersive user experience through intuitive data visualizations, employing fundamental sorting algorithms for clarity and user-friendliness.

Platformer Editor- Pygame Project (Python)

GitHub Repository: https://github.com/zhenga8533/platformer_editor

- Designed and developed a platforming game inspired by Jump King, featuring an accessible editor for crafting personalized maps and adjusting physics.
- Demonstrated proficiency and adaptability in core programming logic and inventive problem-solving.

TECHNICAL SKILLS

Languages: Python, JavaScript, Ruby, Java, C, HTML, CSS

Toolkit: Eclipse, PyCharm, Visual Studio Code, GitHub, JUnit Testing, MS Excel

Soft Skills: Communication, Teamwork, Flexibility, Problem Solving, Self-Management

INVOLVEMENT