

Charlie Zheng

charliezheng.me | charliezheng@umass.edu | (857)-277-4501 | [linkedin.com/in/charlie-zheng](https://www.linkedin.com/in/charlie-zheng) | github.com/zhengcharlie8

EDUCATION

University of Massachusetts Amherst - Bachelor of Science in Computer Science

Fall 2017 - Spring 2021

- John & Abigail Adams Scholarship, Dean's List

Relevant Coursework - Data Structures and Algorithms, Computer Systems Principles, Statistics, Programming Methodology, Introduction to Computation, Operating Systems, Computer Architecture, Calculus 1,2 and Multivariate, and Linear Algebra

Extracurriculars - ACM (Association for Computing Machinery) and ICPC (International Collegiate Programming Contest)

Foreign Languages - Conversational Spanish and fluent Mandarin/English

WORK EXPERIENCE

• PokeAI - Co-Founder

- Founded a product which establishes a simulation platform for multi-agent problems for corporations, researchers, and practitioners applying reinforcement learning algorithms.
- Used a domain model driven approach and life cycle architecture. The core engine is implemented in C++11 for performance and compatibility with existing packages for scientific computing(openMP, MPI, Gurobi).
- Implemented a Python binding using Pybind11 to dynamically load the shared object from C++11 at run time so that it can be used alongside Numba, SciPy, NumPy, Tensorflow, and PyTorch which are commonly used technologies in the Machine Learning community.

• Independent Software Consultant - Contractor

- Contributed to the cloud migration effort for a NYSE traded company by designing a parser and lexer grammar using Scala, Java, and Antlr4 for a DSL used as an industry standard for file transfer between financial institutions.
- Used tree traversal, visitor and listener pattern to walk over the parse tree and built the format translator from the standard to JSON/AVRO.
- Automated the translation process saving the company \$100,000-\$200,000 dollars a year in salary for data entry workers.
- Sped up translation by over 150% by designing and implementing an intermediate representation and schema for the data exchange service.

PROJECTS

• HackUMass VI (Hackathon) - Participant & Volunteer

- Led a team to build and design a game in Android(using Java and XML) which maps beats in a song to buttons.
- The gameplay consists of the player accurately tapping the buttons along with the beat of the song.
- Focused primarily on the design and implementation of the core game engine and the overall user interface.

• Bank Simulation Engine

- Designed and built an ATM and Bank Simulation platform in C by utilizing pipeline architecture to facilitate communication between a central bank and individual ATMs each identified by a uniquely generated ID.
- The bank receives and unpacks the commands from the ATMs which includes Depositing, Withdrawing, and Transferring money between bank accounts.
- Multiple concurrently running ATMs were implemented in order to support several simultaneous transactions between multiple accounts with synchronization(locks/mutex) to ensure proper results.

• MathBot

- Worked with a team of students to design and implement a C program that runs a client and server connecting using TCP and the Echo Protocol.
- The server generates random algebraic problems of varying length and sends them to the client which receives, parses, and responds with 100% accuracy.

RELEVANT SKILLS

• **Programming Languages:** C/C++(11), Java(Android), JavaScript, Scala, Python,HTML/CSS

• **Technologies/Frameworks:** Matlab, Assembly, XML, Git, VMWare, Ubuntu, TCP/UDP, JSON/AVRO, Antlr4, MySQL, Unix/Linux, pybind11