# Kyle Zheng

kylezheng73@gmail.com kylezhe.ng github.com/zhengkyl

### **Education**

Purdue University, West Lafayette, IN

May 2023

■ Bachelor of Science in Computer Science

GPA: 3.73/4.00

# Experience

**Tulip -** Software Engineer Intern

May 2022 - Aug 2022

- Owned and delivered rich text editing feature, improving customer ability to style multilingual text (React)
- Migrated multilingual text data to rich text format while minimizing developer disruption (MongoDB)
- Refactored and created new UI elements, focusing on accessibility and improvements in core user paths

# **LifeOmic -** Software Engineer Intern

May 2021 - Aug 2021

- Worked with team to design and implement payment transactions feature
- Created and presented interface (React) for transactions management and history to stakeholders
- Ensured code quality and stability by writing unit tests and end-to-end UI tests (Jest, Cypress)
- Prototyped transaction data visualizations to improve customer spending visibility

## **Purdue Cognition and Learning Laboratory -** Web Programmer

May 2020 - May 2023

- Developed custom programs and online experiments for psychology researchers (Javascript)
- Manage experiment data using jsPsych, MongoDB, Node.js
- Continuous updating and migrating legacy Angular/Express app before rewrite to Nextjs, Typescript
- Redesigned API endpoints, fix security flaws, add tests, and maintain compatibility to allow soft transition

# **Projects**

## pixelgame - Online tic-tac-toe game

pixelgame.fly.dev

- Interactive multiplayer game built with Elixir, Phoenix web framework
- Lobby system with join links, custom game rules and player markers
- Implemented simple game playing algorithm using techniques like minimax

## review-app - Minimalist movie review app

ssh reviews.kylezhe.ng

- Terminal app built using Go, Bubbletea framework
- Server built using Rust, Actix Web framework, Postgresql
- Public API used to show latest reviews on personal website

#### **fugr** - QR code generator

- Implemented QR code standard from scratch in Rust
- Learned about Reed-Solomon error correction and algorithms for finite field arithmetic
- Made big QR code patterns with laser cutter