

Kyle Zheng

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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 widely requested rich text editing feature to customers in production (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 insightful data visualizations to improve existing product experiences

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

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

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
- Implement simple game playing algorithm using techniques like minimax

kana app - Japanese learning tool

kana.vercel.app

- Japanese character reference and practice tool built using Solid.js
- Semi automated workflow to create animated SVGs for 100+ characters