Zhengyang Yu

Curriculum Vitae

San Diego & Bay Area
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Education

2025 – Jun 2027	**Bachelor of Science in Computer Science**, *University of California, San Diego*, San Diego, CA Expected Graduation: June 2027
2023 – 2025	**Associate of Science in Computer Science**, *Laney College*, Oakland, CA

Projects

2023 — Java Snake Game, *Personal Project*
- Developed a classic console-based Snake game using Java, implementing efficient algorithms for movement, collision detection, and scoring.
- Utilized object-oriented design principles and version control (Git) to maintain clean, modular code.

2024 — Home Assistant Presence Plugin, *Personal Project*
- Built a Home Assistant plugin detecting real-time room occupancy using entry/exit sensor data.
- Designed event-driven architecture integrating Python scripts and RESTful APIs for smart lighting automation.

2025 — HTML to ePub Converter, *Personal Project*
- Engineered a converter to transform HTML content into ePub format, implementing scalable parsing and metadata embedding.
- Enhanced reliability and efficiency through structured error handling and modular component design.

Skills

Programming	Python, Java, C++, C
Concepts	Algorithms, Data Structures, Object-Oriented Design, Software Testing, Debugging
Tools	Git, Docker, VS Code, Linux, Fusion 360, Adobe Creative Suite
Other	Electronics prototyping and fabrication (UCSD Envision Makerspace)

Activities

2024–2025	Computer Consultant, Oakland Public Library - Elmhurst Branch Supported community members with computer troubleshooting and taught basic software skills.
2024	Tutor, CTN (Community Technology Network) Provided one-on-one tutoring to help adults improve digital literacy skills, including computer operation and internet usage.
2024	Member, Laney College MESA Program Participated in STEM enrichment workshops and peer collaboration.
2025–Present	Member, UCSD Envision Makerspace