

# Zhengyang Yu

## Curriculum Vitae

San Diego & Bay Area

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### Education

2025 – Jun **Bachelor of Science in Computer Science**, *University of California, San Diego*, San Diego, CA

2027 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 Member, Laney College MESA Program

Participated in STEM enrichment workshops, peer collaboration.

2025–Present Member, UCSD Envision Makerspace