

Zhengyang Yu

Curriculum Vitae

San Diego & Bay Area

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More →

Education

- Aug 2025 – Jun 2027 **Bachelor of Arts in Computer Science**, *University of California, San Diego*, San Diego, CA
- 2023 – 2025 **Associate of Science in Computer Science**, *Laney College*, Oakland, CA

Projects

- 2024 **Java Snake Game**, *Personal Project*
- Developed a classic console-based Snake game using Java.
 - Implemented movement logic, collision detection, and score tracking.
- 2024 **HTML to ePub Converter**, *Personal Project*
- Built a tool to convert HTML content into ePub format for e-reader devices.
 - Implemented parsing, formatting, and metadata embedding features.
- 2024 **Home Assistant Presence Plugin**, *Personal Project*
- Created a Home Assistant plugin that detects room occupancy using door entry/exit counts.
 - Integrated with smart home sensors for automated lighting control.

Skills

- Programming C, Java, C++, Python
- Tools Docker, Git, Adobe Creative Suite, Fusion 360
- Other Basic electronics and prototyping experience (Envision Makerspace, UCSD)

Activities

- 2025–Present Member, UCSD Envision Makerspace