

# 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

**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