

# Kyle Zheng

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## Education

**Purdue University, West Lafayette, IN**

May 2023

- Bachelor of Science in Computer Science GPA: 3.73/4.00
  - Relevant Coursework: *Data Structures & Algorithms, Linear Algebra, Numerical Methods, Systems Programming, Operating Systems, Computer Networks*
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## Experience

**Tulip - Software Engineer Intern**

May 2022 - Aug 2022

- Owned and delivered widely requested rich text editing feature to customers in production
- Migrated multilingual text data to rich text format while minimizing developer disruption
- Refactored and created new UI elements, focusing on accessibility and improvements in core user paths

**LifeOmic - Software Engineer Intern**

May 2021 - Aug 2021

- Prototyped insightful data visualizations to improve existing product experiences
- Worked with team to design and implement new 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)

**Purdue Cognition and Learning Laboratory - Web Programmer**

May 2020 - Present

- Develop custom programs and online experiments for psychology researchers
  - Manage experiment data using jsPsych, MongoDB, Node.js, and a custom Nextjs app
  - Document, update, and build requested features for websites and programs
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## Projects

**edith- Experiment Management App for Purdue Cognition Learning Lab**

- Rewrite of pre-ES5 Angular/Express app into Nextjs, Typescript
- Redesign API endpoints, fix security flaws, add tests, and maintain compatibility to allow soft transition

**review-app - Movie/TV Review App**

- Server built using Rust, Actix Web framework, Diesel ORM, Postgresql
- Client built using Go, Bubbletea terminal app framework
- Public API used to show latest reviews on personal website

**gol - SSH Multiplayer Conway's Game of Life**

- ssh gol.zhengkyl.com
- Originally built as an introduction to Go workshop I held as part of Purdue Hackers club
- Solved multiplayer concurrency problems while playing with friends