

Meng Jun (Andrew) Zheng

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742 55th St 1F,
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Objective: To obtain a challenging and rewarding internship in software engineering

Education:

08/07 – Present

Carnegie Mellon University, Pittsburgh, PA

Bachelor of Science, Computer Science, Expected Dec 2010

Minor: Robotics

GPA: 3.67/4.0

Academic Honor: Dean's List (Fall 2007, Fall 2008, Fall 2009)

09/03 – 06/07

Stuyvesant High School, NY, NY

Experience:

Summer 2009

Software Engineering Intern, AOL, NY, NY

- Implemented and tested the front end of a taxonomy editor in Java using Google Web Toolkit
- Increased the user's familiarity with the UI by replicating the desktop client layout dynamically using customized widgets and CSS
- Improved user experience by substantially reducing Web application response time and providing progress feedback
- Extended and stabilized the production server code
- Transferred development tools knowledge to other full-time developers

Summer 2008

Software Developer Intern, SightLogix, Princeton, NJ

- Developed a camera simulator to stress test existing software's ability to control 100+ security cameras (simulators) in Java
- Simulated target objects using XML to describe their properties

Fall 2009

Institute for Software Research Programmer, Carnegie Mellon, Pittsburgh, PA

- Updated, deployed and documented server and Microsoft Outlook add-in

Fall 2009

Memory Lab Programmer, Carnegie Mellon, Pittsburgh, PA

- Analyzed and merged experiment results for third-party analysis program in Java and Perl

Relevant Courses:

Spring 2010

Computer Network

Machine Learning

Fall 2009

Artificial Intelligence

Algorithm Design and Analysis

Spring 2009

Operating System Design and Implementation

- Designed and developed concurrency primitives such as mutexes, conditional variables, semaphores and readers/writers locks
- Jointly developed a Unix-like kernel from scratch, supporting multiple virtual memory address spaces via paging, preemptive multitasking, and a small set of important system calls.

Activities:

08/08- 12/08

Programmer, CMU Game Creation Society, Pittsburgh, PA

- Implemented collision detection for a 2D puzzle game in Haskell
- Parsed output from level editor and converted it to in-game level data

Skills:

Computer Languages: Java, C, C#, ML, Matlab, Perl, Shell Script, Lisp, HTML

Operating Systems: Windows, Linux, Mac OS

Software: Microsoft Office, Visual Studio, Eclipse, JUnit, SVN, git

Other Languages: Fluent in Cantonese; competent in Mandarin