

Haosen Zheng

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Education:

Binghamton University, State University of New York

Expected May 2019

Watson School of Engineering and Applied Science

Bachelor of Science in Computer Engineering

Cumulative GPA: 3.72/4.00 | Dean's List: Spring 2016-Fall 2017

Technical Skills:

Languages: Main Language: Java, Python, HTML5, and CSS
Knowledgeable of C, C++, and JavaScript

Software: SolidEdge, Xilinx ISE Design Suite, MATLAB, Eclipse, IDLE, GitHub/Git

Technical Courses:

Circuits Analysis, Programming for Engineers I, Digital Logic Design.

Current Courses: Signal and System, Electronics and Semiconductors, Digital System Design.

Team Project/Related Experience:

StarCraft2 Scripted AI

Sep '17 – Present

- Develop scripted AI with C++ in Visual Studio that plays StarCraft 2 at novice level using SC2API developed by Blizzard.
- Create algorithms to instruct units to act with the goal of maximizing resource collection and unit production.

Personal Profile Web Page

Aug '17 – Present

- Designed and developed a modern and responsive personal web page containing past projects and resume.
- Developed with HTML5, CSS, and Bootstrap 4 and deployed on GitHub.
- Currently developing a mobile design for the web page to enhance user experience while visiting the web page through mobile devices.

Autumn Petal

May '17 – Present

- Develop a website for a conceptual game with a responsive and interactive front end using HTML5, CSS, and jQuery.
- Implement a functional backend, including user authentication and request/retrieving data from a database (MongoDB).
- Collaborate with two teammates on Cloud9 IDE. Utilized GitHub and Git for version control.
- Developed algorithms in JavaScript to retrieve and display database information on the web page.
- Refactored codes, improving code reusability/readability, while reducing code's length and complexity.
- Currently implementing an online shop, allowing users to perform transactions using virtual currency.

Movie Search

July '17 – Aug '17

- Created a website which runs in Node.js that displays movie information based on user requests.
- Developed both front-end and back-end with HTML5, CSS, Bootstrap3, and JavaScript.
- Collaborated with another teammate to develop the website using OMDb's API on Cloud9 IDE.

Autonomous Rover

Mar '17 – Apr '17

- Collaborated with one teammate to create a soft-core processor using Xilinx ISE Design Suite.
- Designed and implemented the processor's schematic.
- Developed a simple control system that regulates rover's movement.
- Programmed an AVR micro controller in C to navigate a 2D tiled maze using light sensors.

Hacker Rank

Nov '16 – Present

- Completed more than 40 algorithms and AI challenges using Java, C++ or Python.
- Participated actively in numbers of HackerRank online coding contests using Java and Python.

Emergency Response System Design

Jan '16 – May '16

- Designed an emergency response system for a conceptual theme park in a group of 8.
- Conducted research on human psychology, group behavior, and response under emergencies.
- Produced sections of the design requirements for the system.
- Selected as the best design by the Engineering Design Division for the topic of Emergency Response System.

Other Experiences:

Wen Gee House, New York, NY

Jan '12 – Present

- Communicate with clients in a face to face conversation or over the phone to record their order.
- Collaborate and coordinate with kitchen staff to prepare, pack, and serve food with both quality and speed to ensure utmost customer satisfaction.
- Perform under high volume and fast paced operation with more than 60 orders within an hour during special occasions, while maintaining a high standard and quality service.
- Cultivate language and communication skills through teamwork within the kitchen and communicating with customers.