

# Rachel Zheng

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## EDUCATION

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**College of William & Mary**

Bachelors of Science; Major in Computer Science

**GPA:** 4.0

**Relevant Coursework:** Linear Algebra, Multivariable Calculus, Data Structures, Software Development, Algorithms, Computer Organization, Network Science

**August 2021-Present**

Williamsburg, VA

## TECHNICAL SKILLS

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**Programming Languages:** Python (Intermediate), Java (Intermediate), C++ (Intermediate), C (Intermediate)

**Python Libraries:** sci-kit learn, pandas, NumPy

**IDE:** Eclipse, Android Studio

**Other Tools:** git, LaTeX, Gephi, Markdown, Y86 (assembly language)

## PROJECTS

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**Maze App | Software Development Class Project**

**Oct 2022-Dec 2022**

- Created a maze game app using java and Android Studio that allows the user to solve a variety of mazes both manually and automatically
- Coded the algorithm for building a maze using Boruvka's Algorithm and a maze solver using the wall-follower technique
- Designed the user interface with a Ghost Bride theme and options to play different mazes and modes

## ACTIVITIES

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FGLI | Programming & Events Chair | William & Mary

Association of Computing Machinery (ACM) | Member | William & Mary

Society of Women in Computing | Member | William & Mary

## OTHER SKILLS

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**Languages:** Mandarin (intermediate)