

# Zhicheng Li

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## EDUCATION

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### University of Florida

Gainesville, FL

*Bachelor of Science in Computer Science - GPA: 3.89/4.00*

*August 2023 - May 2027*

**Relevant Coursework:** Data Structures and Algorithms, Computer Networks Fundamentals, Programming Language Concepts, Intro to Software Engineering, Operating Systems, Intro to Virtual Reality

**Academic Awards & Certification:** Dean's List (Aug 2023 – May 2025), Nvidia: Fundamentals of Deep Learning

## TECHNICAL SKILLS

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**Computer Languages/Frameworks:** TypeScript, Python, C++, HTML, CSS, Next.js, Flask, Expo

**Libraries:** React/React Native, Tailwind CSS/NativeWind, Pandas, Matplotlib, NumPy, Seaborn, Scikit-Learn

**Developer Tools and APIs:** Git, VS Code, Jupyter Notebook/Lab, Figma, PyCharm, Clion, Turborepo

## PROJECT EXPERIENCE

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### MySuite | *Turborepo, Expo, Supabase*

November 2025 - Present

- Architected a scalable React Native monorepo and isolated shared UI into reusable packages with Turborepo
- Integrated Expo-SQLite and Apple HealthKit to synchronize workout data and ensuring offline persistence
- Enhanced application stability using Jest and React Native Testing Library by writing over 30 test suites to cover component rendering, navigation logic, and offline data synchronization
- Developed a premium NativeWind and reanimated UI featuring data-driven layouts and haptic gestures

### EduScroll — SASEHACKS2026 | *Expo, GeminiAPI*

March 2026

- Onboarded a team of 3 on Google Antigravity's environment; served as the "Human-in-the-Loop" by auditing agent-generated code diffs and task lists to ensure project stability under a 24-hour deadline
- Architected a content engine using the Gemini API for automated scriptwriting and ElevenLabs for text-to-speech, enabling the conversion of study materials into short-form video scripts
- Directed the team's product roadmap, prioritizing the "high-retention" video feed and script generation performance to deliver a functional and buffer-free Simple Lovable Product (SLP) for the hackathon showcase

### DecoGator — Design-A-Thon | *Figma*

March 2026

- Executed a complete UI/UX workflow, progressing from low-fidelity wireframes to high-fidelity mockups and a fully interactive prototype within a 24-hour sprint
- Designed an interior design simulator allowing students to virtually "place" objects in a 3D-mapped room, solving the common pain point of spatial planning during move-in

### KitchenChaos | *Unity 6.0, Git LFS, C#*

October 2025 - December 2025

- Engineered modular game systems in C#, utilizing event driven architecture patterns for global state management of scoring and scene transitions
- Implemented customer AI loops managing dynamic spawning, serving zones, animations, and lifecycle logic
- Programmed interactive serving logic with audio feedback, strict order validation, and dynamic scoring adjustment

### ARTichokeee | *Next.js, Flask, Supabase*

September 2025 - December 2025

- Developed a full-stack Next.js/Supabase platform with a Flask API for JWT verification and secure media uploads
- Architected server-side resolvers to efficiently map user identities and serialize artwork data for discovery
- Integrated secure media management with error handling, CORS policies, and environment-driven configurations

### Personal Portfolio | *Next.js, Typescript, Tailwind CSS, Git*

May 2025

- Leveraged Next.js's component-based architecture to modularize individual features and increase code readability
- Implemented utility-first CSS architecture, reducing stylesheet complexity and accelerating UI iteration speed
- Implemented version control using Git, managed the project on GitHub, and deployed on Github Pages

### Iris Flower Classification | *Pandas, NumPy, Matplotlib, Seaborn, Scikit-Learn*

April 2025 - May 2025

- Utilized Pandas, Matplotlib, and Seaborn to visualize the relationship between Iris Petal length and width
- Predicted Iris flower species with 100% accuracy using K-Nearest Neighbor, Linear Regression, and SVM

**Google Stock Analysis** | *Jupyter Notebook, Pandas, Matplotlib, Seaborn* January 2025 - February 2025

- Analyzed trends in Google (GOOGL) Stock price by comparing the daily volume with daily price changes
- Utilized Pandas to manipulate and clean raw data downloaded from Kaggle for data analysis
- Utilized Matplotlib and Seaborn to create insightful data visualizations

**Schedulify** | *HTML/CSS, Javascript, Flask, Git* November 2024 – December 2024

- Engineered a course scheduling engine by integrating the UF public API to automate conflict-free timetable generation based on user constraints
- Implemented and benchmarked Greedy versus Backtracking algorithms to optimize schedule generation speed
- Designed a responsive front-end interface to visualize complex schedule overlaps and filter results by time block

**MineSweeper** | *C++, SFML* February 2024 – April 2024

- Developed a modern implementation of the classic game of Minesweeper using C++
- Implemented a visually appealing interface for MineSweeper using the SFML library
- Incorporated a timer function to track game duration and a leaderboard system to rank the top 5 fastest times

**Sudoku** | *Python, Pygame, Git* October 2023 – November 2023

- Spearheaded the coding development of the classic game of Sudoku using Python in a team of 4 students
- Effectively utilized Git to communicate updates and changes to my teammates
- Implemented the visuals for Sudoku using the Pygame library

## LEADERSHIP & CAMPUS INVOLVEMENT

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### **GatorTech**

*Director of Finance*

Gainesville, FL

*April 2025 – Present*

- Designed and instructed a 2-part technical workshop on Python fundamentals and Python Data Visualization for 20+ members, bridging the gap between finance and programming concepts
- Allocated an operating budget of \$2,000+ to support organizational logistics and member retention initiatives

### **Society of Asian Scientist and Engineers (SASE)**

*SASE Intern*

Gainesville, FL

*August 2024 – April 2025*

- Collaborated with board members to coordinate the Mentor Mentee Event that resulted in over 80 participants
- Spearheaded the storyline development for the Mentor Mentee event that resulted in over 90% satisfaction
- Organized a cultural event that raised awareness of Asian cultures using cultural games with over 50 participants

## LANGUAGES AND INTEREST/HOBBIES

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**Languages:** English (Native), Mandarin (Professional Working Proficiency), Cantonese (Limited Working Proficiency)

**Interest/Hobbies:** Stocks, Volleyball, Spikeball, Soccer, Calisthenics, Chess, Video Games, TV shows