

Sharon Zheng

Ithaca, New York

☎ (518) 232-5696 | ✉ sz4@cornell.edu

Education

Cornell University - College of Arts and Science | Ithaca, NY

B.A. Computer Science

Relevant Coursework: Object-Oriented Programming, Multivariable Calculus, Discrete Structures, Functional Programming, Linear Algebra, Intro to Game Architecture, Foundations of AI Reasoning and Decision-Making, Eng Probability and Statistics: Modeling and Data Science, Language and Information, Human-AI Design Product

Skills & Interests

Languages: Proficient in Python, Java, OCaml, GitHub, Figma, Canva & Familiar with Unity, C#, JS, CSS, HTML

Tools: Claude Code, Docker, Cursor, Ollama

Interests: Artificial Intelligence, Game Design, User Experience, Data Analysis, Large Language Models

Project Experience

Relationship Profile Chatbot | February 2026 - Present

AI - Developer

- Developed an AI-driven chatbot that asks adaptive relationship questions and generates compatibility-based user profiles
- Integrated Ollama-hosted LLMs to handle conversational inference and structured profile generation
- Designed prompt engineering and test override scenarios to evaluate model robustness and reduce incorrect trait inference
- Performed iterative user testing and system refinements to improve conversational accuracy and usability

Reddit Relationship Advice Search Engine | Jan 2026 - Present

AI - Developer

- Built a semantic search engine over a Reddit relationship advice corpus using stemmed TF-IDF, SVD, and cosine similarity, with a blended ranking system incorporating upvote signals and tag-based boosts
- Tuned SVD dimensionality through iterative diagnostic testing, resolving ranking collapse caused by over-compressed latent representations
- Developing an LLM query rewriting layer to translate natural language queries into TF-IDF-aligned search terms, improving retrieval precision without generative output

FigBuild Designathon: Guppy | March 6-9, 2026

Designer

- Co-designed "Guppy," a wellness mobile app that integrates into users' morning routines by translating subtle body movement and sensations into an interactive interface that encourages wakefulness and clarity.
- Led user research and insight synthesis, identifying key user needs and translating findings into product features and interaction concepts.
- Iterated through low-, mid-, and high-fidelity prototypes in Figma to refine onboarding flow, interaction patterns, and overall user experience.
- Presented the product vision, user insights, and design decisions using Figma Slides to communicate the product narrative and design rationale to judges.

"Gone Astray" Game | Jan 2025 - May 2025

Programmer

- Developed a game with 7 other programmers/designers using Java
- Featured different obstacles, gravity physics, and asset animations
- Contributed to UI implementations from given Figma designs
- Showcased game at the end of the year to the public & awarded Most Polished Game

Extracurriculars

Cornell AEW Program | August 2025 - Present

Facilitator

- Co-teach a class of 10+ students with CS1110 review for lecture/exams
- Prepare slides and practice problems with co-facilitator
- Attend weekly team meetings with other facilitators to develop collaboration skills

Cornell Girls Who Code | February 2024 - May 2024

Mentor

- Volunteered every weekend to teach young students the foundations of the Python programming language
- Assisted multiple students in the completion of their final coding projects that were presented to their families