AUSTIN CHENG

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EDUCATION

Bachelors in Computer Science — GPA: 3.26
University of California, Santa Cruz — *Fall 2018 - Fall 2020*
Coursework:

Intro to Computer Networks	Database Systems 1 & 2
Principles of Computer System Design	Intro to Software Engineering
Comparative Programming Languages	Computational Models
Intro to Algorithm Analysis	Applied Machine Learning
Computer Architecture	Abstract Data Types

Computer Science for Transfer — GPA: 3.36
De Anza College — *Fall 2016 - Spring 2018*

PROFESSIONAL EXPERIENCE AND PROJECTS

Intern at Holonet Security — *Summer 2017*
⋄ Built testing software to automatically perform network tasks such as downloading, uploading, and sharing files and then check if the HoloNet web interface correctly detected the network activity.
⋄ Created scripts to cover all combinations of browsers (Chrome, Firefox, Edge, Safari) and operating systems (Windows, Linux, MacOS) in order to make test cases for all users of Holonet software.
⋄ *Technical Skills*: Python (Selenium, WebDriver)

Course Reader for Intro to Function Programming — *Fall 2019*
⋄ Hosted two lab sections per week to clarify and debug Haskell code, break down class assignments into smaller steps, and helps students grasp functional programming.

Personal Website: https://75dragon.github.io/ — *Summer 2020*
⋄ Built an user friendly, multiple page website to showcase projects. JavaScript Canvas game included.
⋄ Connects to a NoSQL Firebase database to store and display relevant website data such as page visits, global game statistics, and individual high scores.
⋄ *Technical Skills*: HTML5, CSS3, JavaScript (Canvas, Render, KeyListeners), Materialize, Firebase

Shakespeare Text Generator — *Fall 2020*
⋄ Python machine learning algorithm that generates sentences based off plays by Shakespeare.
⋄ Used Keras to implement a LSTM model on cleaned, padded, and tokenized play scripts.
⋄ *Technical Skills*: Python (Keras, Pickle, Numpy, Pandas), Anaconda (Environment)

Java Swing Game: Vast — *Fall 2020*
⋄ Use multiple programming concepts such as Dijkstra's algorithm for optimal pathing and cellular automata in cave generation. Compiled JAR executable file located in GitHub repository.
⋄ Code demonstrates a deep understanding of object oriented programming, inheritance, and data structures with over twenty total classes and interfaces.
⋄ *Technical Skills*: Java (Swing, Timer, Event, ImageIO, Color)

SKILLS

Proficient: Java ⋄ C++ ⋄ C ⋄ Python ⋄ JavaScript
Intermediate: HTML ⋄ CSS ⋄ Assembly ⋄ Haskell
Other: Selenium ⋄ Firebase ⋄ NoSQL ⋄ PostgreSQL ⋄ Keras