**BRIAN CHEUNG**

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**EDUCATION**

**Hunter College**  Expected June 2021

Bachelor of Science | Major: Computer Science

* Relevant courses: Software Analysis and Design, Computer Architecture, Computer Theory
* Extracurricular activities: Coding Club, Anime Club

**SKILLS**

* Programming Technologies: C++, Python, HTML, Bootstrap, React, Material UI, Node.js, Express.js
* Others: Github, Heroku, Visual Studio Code, Jupyter Notebook, Unity

**PROJECTS**

**Link Shortener** - [Source](https://github.com/jma8774/Shortener), [Website](https://www.smallify.xyz/)

* Website created with React and Ant Design to provide an easy way to shorten links
* Quick and easy with a click of a button providing access to your provided link
* Links are recorded in cookies so even when refreshing the page, links are saved

**Political Atlas** - [Source](https://github.com/kkhan01/political-atlas), [Website](https://kkhan01.github.io/political-atlas/)

* Website created to analyze different president speeches and provide an easy to see graph of emotions of each speech
* Pagination of speeches to avoid long scrolling and better-looking design of speeches
* Uses two APIs to analyze both text and speech and compares the emotions
* Filtering system to search for a specific date, politician or term

**Discord Bot** - [Source](https://github.com/BrianCheung1/DiscordBotpy)

* A multifunctional discord bot that allows users of a server to interact and play with
* Designed using discord library and python as well as different APIs
* Features include blackjack, hangman, cryptocurrency prices, 24/7 uptime with Heroku

**Valorant Maps** - [Source](https://github.com/BrianCheung1/ValorantMaps), [Website](https://briancheung1.github.io/ValorantMaps/)

* Developed a website utilizing GitHub pages to display information about a popular FPS called Valorant
* Utilized bootstrap and html to create a responsive website to fit all device sizes
* Features include Valorant maps, gun information, agent information and game modes

**Unity TopDown game** - [Source](https://github.com/BrianCheung1/TopDownUnityGame), [Deployment](https://briancheung.itch.io/topdown)

* Created a 2D top-down game using Unity and C#
* Created a personal level with multiple rooms and a boss fight
* Features include locked rooms, moving enemies, hitboxes, and a boss battle

**PROFESSIONAL EXPERIENCE**

* Part time jobs - Cook & Table Service Staff, Administrative Intern, Teaching Assistant
* More Info available on request