

Cheryl Fong

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EDUCATION

UNIVERSITY OF NEW HAMPSHIRE BS IN COMPUTER SCIENCE

Transfer - Expected May 2019 | Durham, NH
Major GPA: 3.33/4.0





UNIVERSITY OF SYDNEY

Feb 2013 - May 2014 | Sydney, NSW
Electrical Engineering Track

SINARAN INSTITUTE

Grad. June 2012 | Kota Kinabalu, Malaysia
Cambridge International GCE A-Levels
[Physics, Pure Mathematics, Chemistry and Biology]

LINKS

 bubblemelon
 in\cherylfongyinyin
 @ecstatic_c
 bubblemelon.com

SKILLS

PROGRAMMING

Proficient:

Java C# C++ C JavaScript HTML
CSS PHP \LaTeX 2_ε

Familiar:

Shell Assembly Python Matlab Ruby
Android MySQL iOS Go

TOOLS

Slack Integrations • Sketch
• Git • GDB • CMake • JetBrains IDEs
• UNIX • Unity • Arduino • Raspberry Pi
• Adobe Illustrator + Photoshop

LANGUAGES

Mandarin
Malay (Bahasa Melayu)

AWARDS

Anita Borg | GHC Scholar 2017
Stanford d.school | University
Innovation Fellow

EXPERIENCE

DIY ENGINEERING CLUB | VICE PRESIDENT

August 2015 – June 2016 | Durham, NH
Oversaw welfare and was responsible for monthly to bimonthly DIY projects. Received a grant of \$2500 and a self assemble 3D printer during my role. Collaborated with UNH's MakerSpace and managed to increase membership by approximately 35 students.

PROJECTS

ALEXA SKILL | PERSONAL EXPLORATION

September 2017 - Present
Used a AWS Lambda Function instance to access AWS RDS and the Alexa Skill Builder Platform to create a skill that would provide tourist suggestions about my hometown in Kota Kinabalu, Malaysia. Would integrate the current database with use Google search results to improve suggestions.

VR GAME | MAKE SCHOOL'S STUDENT APP COMPETITION 2017

July – August 2017 | San Francisco, CA
Built an open-world survival game using Steam VR in Unity and Google Blocks. Can be found on itch.io and will be available soon on the Steam Store. Has approx. 20 downloads; tentative updates.

VOICE OVER TRANSLATION | HACKDAY II AT HACKDARMOUTH

April 2017 | Hanover, NH
Built a voice to text translation over a playing video or during video calls using Google APIs and Android Studio within 12hrs. Won two Tiles® as a consolation prize.

VR GRAPHING SIMULATOR | HACKMIT

September 2016 | Cambridge, MA
Used Google Tilt Brush, Unity and Android Studio to develop this app that displayed linear and quadratic lines. Tested using Google Cardboard. Received rookie mention at this hackathon.

SOCIAL VENTURE INNOVATION CHALLENGE | UNH COMPETITION

September 2015 - Feb 2016 | Durham, NH
An interdisciplinary senior undergrad project to develop a sustainable aquaponics system. Wrote microprocessor scripts to balance water pH, sense nitrate concentration, other environment factors. Used Raspberry Pi to manage irrigation and water flow. Won second place and received a \$3000 grant for further development.

COURSES

MIT IAP Jan 2017 | Cambridge, MA
StartMIT + MIT 6.S094: Deep Learning for Self-Driving Cars

HARVARD SUMMER SCHOOL

May 2017 - August 2017 | Cambridge, MA
Economics + Financial Accounting + Business Analytics