Cheryl Fong

cheryl.fong@qq.com | +1 (603) 285-3698

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 2017

CNCF | Diversity Scholarship 2017

Grow with Google
Challenge Scholarship 2018

EXPERIENCE

RED HAT COREOS | SOFTWARE ENGINEER INTERN
May 2018 – August 2018 | San Francisco, CA
Responsible for Immutable Operating Systems tools for Container Linux at CoreOS. Migrating Container Linux tools and AtomicProject to RedHat's new offering. This involved (but not limited to) working with a dynamic team where half was remote, Container Linux and Systemd bug/feature patches, and fixes to distributed systems e.g. Kubernetes.

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

HACK F8 | FACEBOOK DEVELOPER CONFERENCE
May 2018 | San Jose, CA
Worked in team of three including myself where we made a suite of AR tools (using AR Studio) accessible within a Facebook Chatbot. We are the only team that used AR at this hackathon. Please visit this **repository** for more information.

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**. Has approx. 20 downloads with tentative updates.

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