

Cheryl Fong

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EDUCATION

UNIVERSITY OF NEW HAMPSHIRE BS IN COMPUTER SCIENCE

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

UNIVERSITY OF SYDNEY

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

LINKS

 bubblemelon
 \in\cherylfongyinyin
 @ecstatic_c
 bubblemelon.com

SKILLS

PROGRAMMING

Proficient:

Java C# C++ C

Familiar:

Full-stack Web Development
Android Development
Ruby Go Python DirectX11
Assembly Shell \LaTeX 2_ε

TOOLS

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

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

Google Travel Grant | DEFCON 2018

Facebook | GHC Scholarship 2018

HashiCorp | Diversity Scholarship 2018

EXPERIENCE

RED HAT COREOS | SOFTWARE ENGINEER INTERN

May 2018 – August 2018 | San Francisco, CA

- Implemented a status feedback feature in Go for **Ignition** when provisioning a server on **Packet.net** (iPXE).
- Improved features of Ignition by improving **Systemd**, where instantiated services can now be enabled via presets.
- Help resolved **CAdvisor** bug, a container resource management daemon that allows running **OpenShift** on top of **Kubernetes** in virtual machines.

UPLOADVR | SOFTWARE ENGINEER INTERN

June 2016 – August 2016 | San Francisco, CA

- Helped implement Virtual Reality tutorials in a team. Role was similar to a teaching assistant where I help conduct Unity3D lessons for 12 weeks.
- Some topics covered include, Intro to C#, character AI movements, lighting/shading, scene/level development.

DIY ENGINEERING CLUB | VICE PRESIDENT

August 2015 – June 2016 | Durham, NH

- Applied for a \$2500 grant, to fund a self-assemble 3D printer and bimonthly DIY club projects.
- Helped setup and collaborated with **UNH's MakerSpace**, which increased the number of committed members by 35 students.

PROJECTS

HACK F8 | FACEBOOK DEVELOPER CONFERENCE

May 2018 | San Jose, CA

- Prototyped event/group tools (using **AR Studio**), which was accessible within a Facebook Chatbot, in team of three. We are the only team that used AR at this hackathon.
- See my GitHub **hackf8-2018 repository** for more information.

VR GAME | MAKE SCHOOL'S STUDENT APP COMPETITION

July – August 2017 | San Francisco, CA

- Built an open-world survival game using **SteamVR API** in C# via Unity and using **Google Blocks** to make game assets.
- This game can be found on **itch.io** as **Enter the Wormhole**. Has approx. 20 downloads with tentative updates.

SOCIAL VENTURE INNOVATION CHALLENGE | UNH COMPETITION

September 2015 - Feb 2016 | Durham, NH

- Wrote microprocessor scripts in C to balance water pH, sense nitrate concentration, managed irrigation water flow.
- This interdisciplinary senior undergrad project, a sustainable aquaponics system, received \$3000 grant for second place.

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