

Cherie Kong

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SUMMARY OF SKILLS

- Developed programming skills in the programming language C#, C, python through years of creating projects using the computer language
- Elementary understanding of object-oriented programming
- Strong data management skills by creating effective organized functions in programs so that data are easy to find when needed
- Basic skills in Microsoft application such as Word, Excel, PowerPoint and Publisher
- Excellent organizational skill through usage of template diagrams such as UML diagrams to give a clear view of the full project
- Good communication skills with colleague such as partners or tutees through verbal communication that is clear and able to direct the listener to proceed with tasks
- Positive attitude towards handling problems such as patiently teaching concepts so that the recipient can fully understand

EDUCATION

Candidate, Honours Bachelor of Science

2018 – present

University of Toronto Scarborough

- U of T Scarborough Entrance Scholarship (\$7,500)

RELEVANT PROJECTS AND COURSES

Introduction to Computer Science

September – December 2018

- Developed basic skills of Python such as variables, dictionaries, loops, string methods through assignments and lectures
- Learned unit testing and applied the skills to assignments to ensure the correctness of functions

Introduction to Computer Science II

January – April 2019

- Developed fundamentals and techniques such as usage of pointers, memory model, binary trees, linked lists, graphs, classes, object-oriented programming, software design through programming assignments in C

Store Game

November–December 2017

- Familiarized with object-oriented programming through using compound data types, inheritance, and polymorphism in this project
- Successfully created a load and save function that saves the file inside the device and can be retrieved on further notice
- Developed programming skills by creating functions that are integral in developing the application

Brick Breaker

November–December 2016

- Lead partner by distributing roles, providing help, checking over progress, making sure check points are made so that the assignment is completed on time
- Developed organizational skills through UML diagrams that organized the data and the program making it easy to implement said data and programs for the team
- Created multiple test cases through checking the difficulties in the game to ensure that game ran smoothly and correct