

Sinclair Fuh

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Github: <https://github.com/League-Trash>



Education

- Graduated St. Mary's College of Maryland 2019
- Major in Computer Science
- Minor in Mathematics
- Currently undergoing Google's "IT professional certificate" series

Coding Languages

- Proficient in Java, Python, and Chicken
- Versed in C#, C++ and Lua

Projects

- "Negation" under <http://ripark.github.io/gamedesignprojects/>

Professional Experience

Software Internship at DSIC (Digitware System Integration Corporation) May 2018 - August 2018

- Located in Taichung, Taiwan. Part of a project to automate QA systems using neural networks
- Coding all done in Python. Duties include coding Chinese-English Translation software and training datasets
- Letter of Recommendation available with application or upon request

Relevant Coursework

Game Development in Pico-8

- Semester long project developing a game in Lua using Pico-8
- First significant experience working in a coding group
- Game found under "Projects"

Advanced Software Engineering

- Worked with an on-campus client to develop software to schedule midterms/final exams.
- Worked with the backend group of the project
- Simulated real-world coding environments through weekly meetings with client. End project was satisfactory

Data Science

- Focus on finding real-world applications for datasets
- Programmed twitter scrapers that collect tweets based on keyword and date
- Worked in groups to find correlations between energy production and atmospheric conditions via linear regression

Parallel Processing

- Learned parallel architecture through AWS and Java
- Found a novel application for parallel processing in a multiplayer maze game. "Maze runners" under github