Christian Cho

Burnaby, BC

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SKILLS

Languages: C/C++, Python, HTML/CSS/JavaScript, English, French
Applications: Git, GitHub, VS Code, Microsoft Office Suite, Adobe Creative Cloud, Google Suite, FL Studio
Soft Skills: Communication, Adaptability, Problem-solving, Time management, Teamwork

EXPERIENCE

Science Instructor   June 2024 – Sep. 2024
Science Al!ve | Faculty of Applied Sciences at Simon Fraser University   Burnaby, BC

- Facilitated hands-on STEM activities for children grade 1-8, fostering curiosity and engagement in science, technology, engineering, and math
- Managed classroom logistics, ensuring safety protocols were followed during experiments and activities
- Adapted teaching approaches to suit different learning styles, ensuring all participants could grasp key STEM concepts

PROJECTS & AWARDS

Personal Portfolio Website | Front-End Project   May. 2025
- Designed and developed a visually engaging portfolio site using React, TypeScript, Tailwind CSS, and Framer Motion
- Implemented animated page transitions, 3D interactive skill icons (Three.js), and smooth scroll-triggered effects
- Deployed via Vercel with responsive design and semantic markup for optimal performance and accessibility

CookCompass | Full-Stack Web Application   Jan. – Apr. 2025
- Built a recipe-finding app using React, Spoonacular API, and Google Cloud that recommends meals based on user-inputted ingredients
- Developed autocomplete functionality, nutritional info fetching, and dynamic modal displays with instructions, cook time, and calories
- Focused on accessibility and responsiveness, enabling keyboard navigation, screen reader compatibility, and mobile-friendly design

Mountain Madness 2024 3rd Place Winner out of 27 teams | Computing Science Student Society at SFU   Mar. 2024
- Collaborated with a multidisciplinary team to design and develop *Jake's Journey*, a 3D puzzle game in Unity
- Programmed a player movement system that dynamically adjusted movement direction based on camera orientation, enhancing gameplay complexity and user experience
- Produced original sound effects and soundtrack using FL Studio and vocal recordings, creating an immersive audio environment

Fall Hacks 2023 3rd Place Winner out of 28 teams | Computing Science Student Society at SFU   Oct. 2023
- Collaborated with a team to design and develop *Birge Adventure*, an arcade-style game built in Unity
- Composed original sound effects and music using FL Studio, enhancing player engagement through immersive audio design
- Integrated an online leaderboard by syncing player data to a website, enabling real-time skill comparison among players

EDUCATION

Simon Fraser University   Sep. 2023 – Present
Bachelor of Applied Science in Computing Science | 3.5 CGPA   Burnaby, BC