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# Walter Cheng

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## **EDUCATION**

### **Bachelor of Computer Science, Game Development Stream**

Carleton University, Ottawa, ON

- Minor in Japanese
- Entrance scholarship, Dean's List Student

## **TECHNOLOGY EXPERIENCE**

**Languages:** C++, C#, C, Java, Python, Haskell, JavaScript, Scheme

**Frameworks:** Unity, OpenGL, React Native, Node.js, Express, NPM, Android Studio, XCode

**Interests:** Game, Japanese, Sewing, Crafting, Cooking, Drawing

## **WORKING EXPERIENCE**

### **Teaching Assistant**

**May 2017-Aug 2017**

**Carleton University**

- Graded assignments and tests enhancing my knowledge with respect to different programmer's code styles as well as problem solving through processes.
- Held office hours every week where I explained the same concept in various ways to suit the needs of various students.
- Taught with different programming languages and technique for the course materials, including JavaScript, Haskell, Python, C++, and Java

### **Embedded Software Developer**

**May 2017-Aug 2017**

**Nokia**

- Self-taught the new booking software and bug fixed when importing into the original system.
- Analyzed difference between two different databases through MySQL Database.
- Wrote script to migrate two databases using Python.
- Generated instruction for the future users to get familiar with the new system.

## **APPLIED PROJECTS**

### **Full Stack Developer**

**2017 Winter**

**3<sup>rd</sup> Year Software Engineering Project – "Dinder"**

- Created an Android app using Android Studio
- Designed graphical interface for multiple features
- Implemented different features using API function calls.
- Worked with a team using version control Github

More can be explored in my personal website!