
Walter Cheng

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

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

Education: Bachelor of Computer Science, Game Development Stream

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

WORKING EXPERIENCE

Teaching Assistant for Computer Science faculty

<http://carleton.ca/>



Carleton
UNIVERSITY

Jan 2017-Current

- 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

http://www.nokia.com/en_int

NOKIA

May 2017-Aug 2017

- 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

Team Member

2017 Fall

3rd Year Game Development Project – “The Fly Game”

- Created a C++ game engine with box collision, crafting system, and 2d physics using OpenGL with Model-View-Controller design structure.
- Worked with a team using version control Github

Full Stack Developer

2017 Winter

3rd 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.