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Walter Cheng

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https://github.com/Walter0697

ABOUT ME

I am a third-year Computer Science student, streaming game development, with CGPA 10.7/12.0, who understand different computer languages.

PROGRAMMING EXPERIENCE

Learnt						In Progress:
Java	Python	MongoDB	MySQL	Linux	OpenGL	Unity
C	Pascal	Javascript	SFML	Scheme	Prolog	Xcode
C++	Node.js	HTML/CSS	Git	Android Studio		React-native

RELEVANT SKILLS

- Coded in mobile development before to understand how to build different layouts to satisfy experience that users want.
- Practiced in **Object Oriented language** to handle duplicated situations such as the enemies in a game and different clients' bank account information
- Implemented different **data structures** such as linked list, skiplist, rootish array stack to organize data for different needs
- Trilingual including Cantonese and Mandarin which allows me to communicate with a wide range of people

WORKING EXPERIENCE

Teaching Assistant for Computer Science faculty
http://carleton.ca/
Jan 2017-Apr 2017 Introduction to Computational Thinking for Arts and Social Science
Sep 2017-Current   Introduction to Computer Science I

- Marked assignments and midterm test which trains me to understand different programmer's code
- Had office hour every week such that I can explain the programming concept to different people
- Having tutorial to present the teaching materials and answer the question for students

Embedded Software Developer
http://www.nokia.com/en_int
May 2017-Aug 2017

- Analysis difference between two different databases through **MySQL Database**
- Wrote script to migrate two databases using **Python**