Alan Y. Cheng

https://a7c.github.io/

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EDUCATION

Cornell University – Ithaca, NY   Expected Graduation: Dec 2017
B.A. in Computer Science (pursuing Master's)
GPA: 4.1, Hunter R. Rawlings III Cornell Presidential Research Scholar

Coursework: Educational Tech. ・ Algorithms ・ Mathematics for Data Science ・ Operating Systems ・ Computer Graphics ・ Analytics-Driven Game Design ・ Natural Language Processing ・ App Development

Kyoto Consortium for Japanese Studies – Kyoto, Japan   September 2016 – April 2017
Coursework: Fifth-Year Japanese ・ Heritage Tourism and History ・ Kyoto Artisans

EMPLOYMENT

Amazon – Palo Alto, CA   June 2016 – August 2016
Software Development Engineer Intern (AWS Aurora Database team)
- Rewrote a multithreaded transfer client to upload files to S3, with 2-3x performance improvement
- Created a file stream interface for Aurora's own cloud storage
- Worked on facilitating the automatic transfer of MySQL binary logs to S3 cloud storage

Cornell University – Ithaca, NY   August 2015 – Present
Research Assistant (advised by Prof. Erik Andersen)
- Leading a team of students to create a context-sensitive language-learning mobile game that teaches vocabulary based on nearby locations, using React Native
- Developed a virtual reality extension to Crystallize, a game that teaches Japanese through simulated immersion, spaced repetition, and multiplayer interactions

Zillow – Seattle, WA   June 2015 – August 2015
Software Development Engineer Intern (Home Details Page team)
- Implemented a Home Details Page redesign to increase user engagement, using YUI and Tapestry
- Added protection against Javascript injection on pages with user-editable fields

Cornell University – Ithaca, NY   August 2014 – Present
Teaching Assistant for CS 3110 (Functional Prog.) and CS 3152 (Intro Game Design)
- Teach recitation sections twice a week, hold weekly office hours, and answer questions online
- Design and develop assignments (Pokemon battle simulator and bot, text adventure game)

PROJECTS (see https://a7c.github.io/projects.html for more!)

Squeak & Swipe (Project Lead / Programmer)   January 2016 – May 2016
- Developed a mobile puzzle game featuring a unique floor-swiping mechanic using Cocos2d-x
- Accepted into the Boston Festival of Indie Games 2016
- Won "Most Innovative" in advanced division at GDIAC 2016 Games Showcase

Dispossessed (Programmer)   January 2015 – May 2015
- Developed a tactical action game with an innovative enemy possession mechanic using LibGDX
- Won 2nd place for "Audience Favorite" in introductory division at GDIAC 2015 Games Showcase

SKILLS / HONORS

- Languages: Java, JavaScript, OCaml, C++, C#, HTML, CSS, Python, Objective-C, C, Bash
- Fluent in English, Mandarin Chinese, and Japanese
- Phi Beta Kappa Honor Society junior inductee (top 3% of Arts & Sciences juniors)