

Andrew Sheng

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Bachelor of Science in Computer Science, Machine Learning Concentration, Physics Minor Expected May 2022

- **GPA:** 3.87 / 4.0, Recipient of Dean's list for three consecutive semesters
- **Relevant courses:** (10-315) Introduction to Machine Learning, (15-281) Artificial Intelligence: Representation and Problem Solving, (15-210) Parallel and Sequential Data Structures and Algorithms, (15-251) Great Ideas in Theoretical Computer Science
- **Clubs and organizations:** AB Tech, cmuTV

EXPERIENCE

Techie and Assistant Personnel Manager

Pittsburgh, PA

AB Tech (Activities Board Technical Committee), Carnegie Mellon University September 2018 – Present

- Provided professional-grade sound and lighting support for activities around campus
- Served as Production Manager and communicated with organizers to meet all technical needs
- Expanded the skillset of other members by leading trainings about audio engineering and mixing
- Facilitated smooth operation of the organization by ensuring all events have enough people assigned

Youth Worker (Teaching Assistant)

Brooklyn, NY

CPC Beacon Summer Camp, Chinese-American Planning Council Summers 2018 – 2019

- Introduced and got students interested in computer science by teaching interactive lessons
- Designed a Python program to keep track of the class point system and to show students an application of computer science, while also increasing classroom participation
- Ran the audio system for the summer camp's annual summer showcase; communicated and assisted most classes with audio editing to make the showcase run smoothly and professionally

PROJECTS

- **Pacman AI Agents [Python]:** Implemented different artificial intelligence algorithms including search algorithms such as A*, linear and integer programming, reinforcement learning such as Q-Learning, and Hidden Markov Models to solve games of Pacman
- **Term Project (Super Py-gon) [Python]:** Produced a game based on Super Hexagon with online multiplayer and custom game modes with functionality that allowed users to add custom music files to generate obstacles at every beat of the song
- **Hackathon (Hack112) [Python]:** Created a game with a group of friends based on the Coup card game using Python; primarily worked on UI and implementing online multiplayer

SKILLS

- **Technical:** Python (Intermediate), C (Intermediate), SML/NJ (Intermediate), Computer-Aided Design (Basic), Audio Engineering (Intermediate)
- **Certifications:** Microsoft Technology Associate in Networking Fundamentals, AutoCAD Certified User, Dante Level 1 Certification, Dante Level 2 Certification
- **Languages:** English (Native), Spoken Cantonese (Basic)
- **Awards:** United Federation of Teachers' Science Award for Excellence in Physics