

# Calvin Cheng

CalvinCheng2021@u.northwestern.edu

## EDUCATION

**Northwestern University**, Evanston, IL

**Bachelor of Science** in Computer Science and Economics

June 2021

Current GPA: 3.6/4.00

### Relevant Course Work

Software Construction, Data Structures and Data Management, Design & Analysis of Algorithms, Intro to Artificial Intelligence, Machine Learning, Game Design and Development

## PROJECTS

### Shifting Dungeons

June 2019 - Present

- Developing a 2D adventure game in the Unity game engine
- Created systems for combat, inventory and items, saving, and level generation using C#
- Designed, illustrated, and animated sprites for characters and enemies
- Iterated through rounds of feedback to balance the game and improve game feel
- Demo available at [kai0.itch.io/shifting-dungeons](https://kai0.itch.io/shifting-dungeons)

### Devil's Price

November 2018 - June 2019

- Developed a 3D open world role-playing game in Unity with a team of eight students
- Collaborated with teammates to design enemies and narrative
- Sculpted 3D terrains using Unity terrain tools, creating immersive environments
- Programmed enemy attacks using C# and integrated them with enemy AI and the combat system
- Showcased the game at Northwestern's IEEE x PiE Project Showcase

## WORK EXPERIENCE

**Peer Mentor** for Game Design and Development, Northwestern University

September 2019 - Present

- Instructed students on game creation in the Unity game engine
- Held six hours of office hours each week for help on assignments and lectures
- Monitored and answered students' questions on an online Q&A website

## LEADERSHIP EXPERIENCE

**Pioneers of Interactive Entertainment**, Northwestern University

September 2019 - Present

Project Lead

- Managing a team four to help development on the Shifting Dungeons game project
- Coordinating tasks between members, assigning skill appropriate tasks and tracking progress
- Organizing code walks, design sessions, and playtesting sessions to improve the game and generate ideas for new enemies and systems

**Robotics Club**, Northfield Mount Hermon

November 2016 - May 2017

Founder, General Manager

- Founded a high-school robotics club with six members to compete in VEX Robotics Competitions
- Recruited and managed club members, secured and managed funds (\$3000), communicated with teachers, ordered parts, and arranged transportation to competitions (competed 3 times)
- Designed, built, programmed, and drove the robot, winning 2<sup>nd</sup> place in a local competition
- Elevated the club's status to an official credit-giving extracurricular

## SKILLS

**Proficient Programming Languages:** C#, Java, C++, Python, x86 ISA

**Tools:** Unity, Microsoft Office, Photoshop, Stata