CHRISTOPHER H. ENG
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OBJECTIVE:

To obtain a co-op position in software development, as I am particularly interested in UI/UX design.

EDUCATION:

Rochester Institute of Technology   Rochester, New York
Bachelor of Science in Humanities, Computing, and Design, expected May 2025

SKILLS:

Python, Java, JavaFX, HTML, CSS, PHP, UNIX, SQL, Photoshop, InDesign, ARCGis, QGIS

WORK EXPERIENCE:

Inner Space Center, University of Rhode Island Graduate School of Oceanography, Summer 2021, 2022
Audio-Video Technician
Connected mobile telepresence unit streams through Amazon Interactive Video Service for testing. Operated and managed video recordings and streaming for:
- National Oceanic and Atmospheric Administration's Okeanos Explorer dives.
- The Ocean Exploration Trusts Nautilus Live dives.

PROJECTS:

Hashing Project
Used hashing to store a list of names with corresponding numbers.
Stacks & Queues Card Game
Created a function that used stacks and queues to play a game of war that involved sorting and manipulating stacks of random numbers.
Trees Structure Project
Built and stored values in a binary search tree and implemented preorder, inorder, and postorder search methods.
Python Dictionaries & User-Defined Structures
Stored and sorted user-defined sized items in dictionaries with specific size limits.
Optimal Sorting Algorithms
Designed test functions that ran quick sort, insertion sort, merge sort, selection sort, BFS, DFS, and Dijkstra's shortest path and compared their time complexities.
Online Checkers Project
Created an online program for people to be able to play Checkers with other players.
Testing & Debugging
Learned test-driven development techniques and debuggers.

ACTIVITIES:

Robotics Club
FIRST (For Inspiration and Recognition of Science and Technology) Tech Challenge Rhode Island Champions
Inspire Award (given to the team that best embodies the 'challenge' of the FIRST Tech Challenge program)
FIRST Tech Challenge Super-Regional Contestant