# Michelle Cheng


| *Phone* | *Email* | *Location* | *Github* | *Portfolio* |
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## OBJECTIVE

Recent computer science graduate seeking an entry-level role in a related field with opportunities to grow and develop skillset.

## EDUCATION

**Oregon State University |** Corvallis, OR

B.S. Computer Science, December 2023

GPA: 3.98

## SKILLS

**Languages:** Python, C#, SQL, Javascript, HTML, CSS

**Frameworks and Technologies:** Unity, MySQL, Flask, React, Next.js, Python unittest, Git

## PROJECTS

**ML Breakout |** https://github.com/chengmic/ml_breakout

**Description:** A video game replicating Atari's Breakout with an added Machine Learning element in versus mode for player vs. AI gameplay. Built using Unity.

- **Unity and Unity ML Agents:** Applied Unity, Unity ML Agents, and C# to create a functional and engaging gaming experience.
- **Collaboration and Teamwork:** Led and participated in agile team meetings, working closely with the team to ensure the game met project requirements and functional specifications.
- **Quality Assurance and Version Control:** Actively engaged in bug tracking and reporting, using Git.

**Dark Brew Café Database Website |** https://github.com/chengmic/Dark-Brew-Cafe-Database-Website

**Description:** A web application for the database management of a hypothetical company, Dark Brew Cafe.

- **Database Design**: Designed and implemented database schema for Dark Brew Café.
- **Web Development:** Utilized Flask to design and implement web application, providing interface for CRUD operations on the backend.
- **SQL**: Implemented SQL queries and procedures to manage and retrieve data effectively.

**PokePy |** https://github.com/chengmic/PokePy

**Description:** A Python desktop Pokedex application. The project aims to showcase proficiency in creating basic UI, utilizing external APIs, and microservice integration.

- **API Integration**: Utilized external API to dynamically fetch and display Pokemon data.
- **Microservice Integration**: Collaborated with teammate to implement microservice architecture.
- **Error Handling**: Utilized error-handling techniques to enable graceful application failures in the absence of the microservice.