Michelle Cheng

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OBJECTIVE

Dedicated computer science graduate seeking an entry-level Software QA Engineer position to apply knowledge gained through academic studies and practical projects.

EDUCATION

Oregon State University | Corvallis, OR

B.S. Computer Science, December 2023

GPA: 3.98

SKILLS

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

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

PROJECTS

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

Description: A class project 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: Actively engaged in bug tracking and reporting, covering functional, usability, and performance aspects.

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 a database structure for Dark Brew Cafe, ensuring effective data management.
- Web Development: Utilized Flask to design and implement the web application, providing interface for CRUD operations.
- SQL: Implemented SQL queries and procedures to manage and retrieve data effectively.

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

Description: A Python desktop Pokedex application, Uses CustomTkinter for the graphical user interface and PokeAPI for dynamic Pokemon data retrieval.

- API Integration: Utilized external API to dynamically fetch and display Pokemon data.
- Microservice Integration: Collaborated with a teammate to successfully implement and showcase the utilization of a microservice architecture.
- Error Handling: Developed error-handling mechanisms to maintain main program functionality in the absence of the microservice.