

Michelle Cheng

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Email
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Location
San Diego, CA

Github
github.com/chengmic

Portfolio
chengmic.vercel.app

OBJECTIVE

Recent computer science graduate seeking an entry-level role in a related field. Looking to advance to a QA Engineer or Software Engineer position 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 Café.

- **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.