

Michelle Cheng

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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

B.S. Computer Science

Oregon State University — Corvallis, OR

January 2022 – December 2023

SKILLS

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

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

PROJECTS

ML Breakout — [GitHub Repo](#)

Description: A video game replicating Atari's Breakout with an added Machine Learning element in which the player can play against a trained AI. Built using Unity.

- **Unity and Unity ML Agents:** Applied Unity, Unity ML Agents, and C# to create a functional gaming experience.
- **Collaboration and Teamwork:** Engaged in **sprints** and **agile** team meetings, working closely with the team using Trello for **task management** 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 — [GitHub Repo](#)

Description: A web application for the database management of a hypothetical coffee company.

- **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.

Plenty of Fur Mobile App Prototype — [GitHub Repo](#)

Description: Plenty of Furs is a **UI/UX** design project for a mobile, pet adoption application akin to Tinder. Made using Figma.

- **Initial Concept Development:** Conducted early-stage brainstorming to create initial concepts and **wireframes**.
- **Usability Testing and Evaluation:** Conducted **usability testing and heuristic evaluations**, iterating on design based on user feedback to enhance usability.
- **Prototyping:** Utilized Figma to develop interactive prototypes, allowing for visual and functional representation of the final product.