

# CHERISH FARMER

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## EDUCATION

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### Vanderbilt University

Nashville, TN

Bachelor's degree in Computer Science and Psychology, Minor in Art

Aug. 2022 – May 2026

- Questbridge Scholar, Dean's List, Teaching Assistant for Principles of Software Engineering

## TECHNICAL EXPERIENCE

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### Software Engineering Intern

Nashville, TN

Iron Galaxy Studios

May 2025 – Aug. 2025

- Prototyped and implemented gameplay systems in Unreal Engine for a AAA sports simulation title, applying object-oriented programming principles and modular code design.
- Collaborated with 14-person Agile team using Jira and Perforce, participating in daily stand-ups and bi-weekly sprint planning.
- Rebuilt Minesweeper in 68k Assembly to deepen understanding of low-level programming, memory management, and algorithm optimization.

### Undergraduate Research Assistant

Nashville, TN

The Wallace Lab, Vanderbilt University

Sept. 2025 – Present

- Collaborating with interdisciplinary researchers to design gameplay mechanics for Unity-based auditory perception training software using C# and Unity's audio processing tools.
- Conducting literature reviews on auditory perception to inform design decisions for interactive training modules.

## PROJECTS

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### Visual Snow Simulator | [HTML](#), [CSS](#), [JavaScript](#) | [GitHub](#)

- Developed interactive web application simulating visual snow syndrome to increase awareness of the neurological condition affecting an estimated 2-3% of the population.
- Implemented real-time visual effects using HTML5 Canvas API with customizable parameters for symptom severity, pattern type, and intensity.

### Multitasking Cognition Experiment | [JavaScript](#), [jsPsych](#) | [GitHub](#)

- Designed and deployed web-based psychology experiment measuring attention and task-switching abilities, collecting data from 100+ participants.
- Implemented custom trial sequences with randomization and millisecond-precision reaction time measurement.

## LEADERSHIP & COMMUNITY ENGAGEMENT

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### General Manager

Nashville, TN

Sweet Dots, Specialty Café

Aug. 2022 – Present

- Automated weekly staff scheduling using Google Sheets, reducing conflicts and improving team efficiency through structured shift planning.
- Recruited, trained, and mentored 10+ employees using structured onboarding and feedback systems, improving retention.
- Coordinated high-volume catering orders, optimizing communication between staff and ownership to ensure order accuracy.

### Art Lead

Nashville, TN

Vanderbilt: Programmers of Gaming

Jan. 2024 – Present

- Directed visual design and integrated 50+ art and UI assets into Coffeepocalypse, a Unity-based survival action game.
- Led creative production across a 10-person team of artists and developers, improving cohesiveness and visual quality.

## TECHNICAL SKILLS

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**Languages:** C++, C#, JavaScript, Java, Python, TypeScript, C, HTML/CSS

**Technologies:** Unity, Unreal Engine, React, Node.js, MongoDB, Git, Jira, Perforce, Linux, AWS

**Core Skills:** Agile Development, Leadership, Teamwork, Communication, Problem-Solving, Time Management

**Interests:** Weight-Lifting, Thrifting, Jazz