

CHERISH FARMER

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EDUCATION

Vanderbilt University

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

- Questbridge Scholar, Dean's List

Nashville, TN

Aug. 2022 – May 2026

TECHNICAL EXPERIENCE

Software Engineering Intern

Iron Galaxy Studios

Nashville, TN

May 2025 – Aug. 2025

- Prototyped and implemented gameplay systems in Unreal Engine for a AAA sports simulation title for research and development, applying object-oriented programming principles and modular code design.
- Collaborated with a 14-person Agile team, participated in daily stand-ups and bi-weekly sprint planning using Jira and Perforce, practicing version control and team-based software engineering workflows.
- Rebuilt Minesweeper in 68k Assembly to deepen understanding of low-level programming, memory management, debugging, and algorithm optimization, improving runtime efficiency.

Undergraduate Research Assistant

The Wallace Lab, Vanderbilt University

Nashville, TN

Sept. 2025 – Present

- Collaborating with interdisciplinary researchers to design gameplay mechanics for Unity-based auditory training software, contributing game development perspective to experimental design discussions.
- Conducting literature reviews on auditory perception research to inform design decisions for interactive training modules.

LEADERSHIP & COMMUNITY ENGAGEMENT

General Manager

Sweet Dots

Nashville, TN

Aug. 2022 – Present

- Increased team efficiency by creating and maintaining weekly staff schedules using Google Sheets automation and structured shift planning.
- Improved employee retention by recruiting, training, and mentoring 10+ new hires with consistent feedback systems and onboarding documentation.
- Enhanced order accuracy and client satisfaction by coordinating catering fulfillment and optimizing communication processes with owners and staff.

Co-President

Vanderbilt University Concert Band

Nashville, TN

Apr. 2024 – Sept. 2025

- Oversaw weekly executive board meetings and coordinated four performances per semester.
- Improved communication by developing and deploying the band's first website using HTML, CSS, and JavaScript, used by 40+ members.

Art Lead

Vanderbilt: Programmers of Gaming

Nashville, TN

Jan. 2024 – Present

- Directed visual design and integrated 50+ art and UI assets into Unity game builds.
- Improved cohesiveness by directing creative production of a 10-person group of artists and developers for our game, *Coffeepocalypse*.

SKILLS & INTERESTS

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

Frameworks & Tools: React, Vite, Webpack, Node.js, MongoDB, REST APIs, Git/GitHub, Linux, Jira, Perforce, Unity, Unreal Engine

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

Interests: Weight-Lifting, Thrifting, Jazz