Sharon Che

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Education

California Polytechnic State University, San Luis Obispo, CA
Bachelor of Science in Computer Science
Expected Graduation Year: 2018

Courses

- Introduction to Operating Systems
- Introduction to Database Systems
- Interactive Entertainment Engineering
- Introduction to Computer Graphics
- Systems Programming
- Design and Analysis of Algorithms
- Computer Architecture
- Discrete Structures

Projects 2016

Free Code Camp, HTML5, CSS3, JavaScript
- Front-end development projects completed includes a tribute page, random quote machine, local weather app, and wikipedia viewer

Tiny File System, C
- Worked with two team members to implement a custom made file system mounted on a single UNIX file that emulates a block device
- Program includes a disk emulator that performs basic block operations such as open, read, and write blocks and file operation capabilities for the emulated file such as open, close, write, delete, read, and seek
- Implemented interface functions to allow timestamp modifications, read-write permission capabilities, and file system consistency checks

Kirby's Not-So-Sweet Sweet Adventure, Visual Studio - C/C++, OpenGL, GLSL
- An action game where the player collects ice cream while avoiding enemies, emphasizing physical challenges such as hand-eye coordination and reaction time
- Features include hierarchical modeling, collision detection, texture mapping, camera control, and basic artificial intelligence

A Pirate's Life For Me, Unity3D - C#
- An action game where the player controls a ship to explore an open world at sea, and can collect money, upgrade their ship features, and battle enemy ships
- Responsibilities included implementing the start screen, camera view manager, ammo system, and cannon attack system

Skills

- **Proficient:** C, Java
- English, Cantonese, Mandarin
- **Learning:** HTML5, CSS3, JavaScript

Award

Cal Poly Scholars Scholarship   2013-PRESENT