

Sharon Che

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Education

California Polytechnic State University,
San Luis Obispo, CA

Bachelor of Science in Computer Science
Expected Graduation: December 2017

Skills

PROGRAMMING

Proficient

- Java, C

Familiar

- HTML5, CSS3, JavaScript

OTHER

- Cantonese
- Mandarin

Courses

- Game Design
- Real-Time 3D Computer Graphics Software
- Programming Languages I
- Mobile Application Development
- Introduction to Operating Systems
- Introduction to Database Systems
- Interactive Entertainment Engineering
- Design and Analysis of Algorithms
- Systems Programming
- Computer Architecture

Projects

Shepherd

JAN 2017 - MAR 2017

C/C++, OpenGL, GLSL, Visual Studio, Git

- Worked with a team to create a 3D graphics game where the player herds sheeps safely to the final destination
- Implemented boids, skybox, instanced particle system with billboard, and a web page

Mangr

SEPT 2016 - DEC 2016

Java, Android Studio, Git, XML, Retrofit, SQLite

- Collaborated with a partner to create a Tinder-style manga recommendation application that allows users to quickly find new mangas based on genres and save them to a like or dislike list for later viewing
- Integrated Manga Scraper API
- Designed visual mockups and application flow through wireframes, and implemented final interface designs

FreeCodeCamp

JULY 2016 - JULY 2017

HTML5, CSS3, JavaScript, JSON APIs, Ajax

- Implemented basic and intermediate front-end development projects by fulfilling given user stories
- Built a tribute page, League of Legends random quote machine, local weather app, Wikipedia viewer, and Twitch.tv streams viewer

Tiny File System

MAR 2016 - JUNE 2016

C, Unix

- Worked with two team members to implement a custom made file system mounted on a single UNIX file with basic file operations capabilities
- Implemented interface functions to allow timestamp modifications, read-write permission capabilities, and file system consistency checks