Sharon Che

PORTFOLIO • chesharon.github.io EMAIL • sharonche618@gmail.com CELL • (626) 566 - 5118

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, C#, Android, MySQL, Unity

LANGUAGES

- Cantonese
- Mandarin

Courses

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

Awards

• Cal Poly Scholars 2013 - CURRENT

Projects

Senior Project: Wu Xing

APR 2017 - CURRENT

C#, Unity, ArtRage Lite

- A point-and-click adventure puzzle game to restore balance in the universe based on the Law of 5 Elements
- Created level designs and art assets, and implemented game logic

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 sheep safely to the final destination
- Implemented boids algorithm, a skybox, and an instanced particle system with billboarding, and created 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 find new manga and save them to a like or dislike list
- Integrated the 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 2 partners to implement a custom file system mounted on a UNIX file with basic file operation capabilities
- Also implemented timestamp modifications, read-write permissions, and file system consistency checks