

# Sharon Che

**PORTFOLIO** • chesharon.github.io

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## Education

**California Polytechnic State University,  
San Luis Obispo, CA**

Bachelor of Science in Computer Science  
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 - 2017

## Projects

### Wu Xing

APR 2017 - DEC 2017

*C#, Unity2D, 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 billboard, 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