

# Sharon Che

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

<b>Education</b>	<b>California Polytechnic State University, San Luis Obispo, CA</b> Bachelor of Science in Computer Science Expected Graduation: December 2017	
<b>Courses</b>	<ul style="list-style-type: none"><li>• Mobile Application Development</li><li>• Introduction to Operating Systems</li><li>• Introduction to Database Systems</li><li>• Introduction to Computer Graphics</li></ul>	<ul style="list-style-type: none"><li>• Interactive Entertainment Engineering</li><li>• Systems Programming</li><li>• Design and Analysis of Algorithms</li><li>• Computer Architecture</li></ul>
<b>Projects</b> 2016	<b>Mangr</b> , Android Studio - Java <ul style="list-style-type: none"><li>• Worked 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</li></ul> <b>Free Code Camp</b> , HTML5, CSS3, JavaScript <ul style="list-style-type: none"><li>• Front-end development projects completed includes a tribute page, random quote machine, local weather app, and Wikipedia viewer</li></ul> <b>Tiny File System</b> , C <ul style="list-style-type: none"><li>• Worked with two team members to implement a custom made file system mounted on a single UNIX file that emulates a block device</li><li>• Program includes a disk emulator that performs basic block operations, and have file operation capabilities for the emulated file</li><li>• Implemented interface functions to allow timestamp modifications, read-write permission capabilities, and file system consistency checks</li></ul> <b>Kirby's Not-So-Sweet Sweet Adventure</b> , Visual Studio - C/C++, OpenGL, GLSL <ul style="list-style-type: none"><li>• An action game where the player collects ice cream while avoiding enemies, emphasizing physical challenges such as hand-eye coordination and reaction time</li><li>• Features include hierarchical modeling, collision detection, texture mapping, camera control, and basic artificial intelligence</li></ul> <b>A Pirate's Life For Me</b> , Unity3D - C# <ul style="list-style-type: none"><li>• 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</li><li>• Responsibilities included implementing the start screen, camera view manager, ammo system, and cannon attack system</li></ul>	
<b>Skills</b>	<ul style="list-style-type: none"><li>• <b>Proficient:</b> C, Java</li><li>• English, Cantonese, Mandarin</li></ul>	<ul style="list-style-type: none"><li>• <b>Learning:</b> HTML5, CSS3, JavaScript</li></ul>
<b>Award</b>	Cal Poly Scholars Scholarship	2013 - PRESENT