Darrell Cheng

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SUMMARY

Software developer and computational life sciences graduate passionate about clean energy and sustainability. Experienced in Python, data pipelines, and user-facing application development using Unity and C#. Strong foundation in statistical programming (Python, R), performance optimization, and cross-functional collaboration. Eager to apply full-stack skills to support grid decarbonization and energy analytics solutions.

EDUCATION

ARIZONA STATE UNIVERSITY   Tempe, AZ
Computational Life Sciences (MS)   May 2025
Coursework: Bioinformatics, Biological Databases, Data Analytics with R & Python, QIIME2

Sustainability (BS)   December 2023
Business (Minor)
Focus: Ecosystems Science & Ecology

EXPERIENCE

ASU EDPLUS - Scottsdale, AZ
Unity Developer   December 2022 - July 2025
- Built and maintained educational simulation applications using Unity and C# with backend data hooks
- Collaborated with educators and designers to translate research goals into functional software tools
- Developed and documented modular code to support multiple scenes and platforms (desktop and mobile)
- Managed build optimizations and scene transitions, profiling performance to meet runtime standards
- Integrated serialized content and managed data flow between user interactions and learning metrics
- Worked in an Agile environment using Git, Jira, and remote collaboration tools
- Contributed to user-focused design with emphasis on clarity, responsiveness, and accessibility

FIRST HEALTH ADVISORY - Remote
Data Analyst Intern   Summers of 2019-2021
- Conducted technical research and analytics in the healthcare sector to support strategic growth
- Explored emerging digital health tools and infrastructure gaps

EXPERIENCE

ASU GAME DESIGN CAMP
Camp Participant   Summers of 2016-2017
- Designed and developed a playable game prototype in Unity3D in the course of 2 weeks from scratch using C#/JavaScript.
- Collaborated effectively with others and independently learned new skills to develop game prototypes.
- Gained experience working with essential game elements: 3D models & animation, shaders, and UI/UX development.
- Winner of the 2017 "Best Game Award", Runner-up entry in 2016

SKILLS

- **Languages & Tools:** Python, C#, R, Pandas, REST APIs, Git, Jira, AWS (basic familiarity), SQL (basic querying)
- **Data & Analytics:** Data cleaning, statistical modeling, time series exploration, custom visualizations
- **Frontend/UI:** Unity UI systems, component-based architecture, UX feedback loops, animation state logic
- **Collaboration**: Agile teamwork, cross-functional communication, fast learning, sustainability-driven work ethic
- **Software Development**: UI/UX implementation, real-time systems, Agile methods
- **Other**: Remote collaboration, educational game design, project documentation, fast learner, collaborative, and curious
- **Languages**: Fluent in English and Mandarin Chinese