

Kendrick Shao

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EDUCATION

Hunter College,

Bachelor of Arts, Computer Science: expected June 2020
Dean's List Fall 2016 – Spring 2018

GPA:3.66

RELEVANT COURSEWORK

- Introduction to Programming
- Discrete Structures
- Software Design and Analysis I + II
- Computer Architecture I + II

SKILLS

Programming Languages: C++, C#, Javascript,

PROJECTS

Knock Down Tree, Personal Project

Winter 2017

Built an original game using Unity and C#. Referenced external libraries to learn about particles, textures, terrain and collision detection.

Tetris and Pong, Personal Project

Summer 2017

Built 3D Tetris and Pong from scratch using Unity and C#. Collaborated with peers to debug scripts. Referenced external libraries to help in game development.

Robot Search Algorithm, Hunter College

Fall 2016

Designed an algorithm in C++ for a robot to collect points on a graph in an efficient manner by using the least moves necessary.

Poll Statistics, Hunter College

Fall 2016

Using C++, the program took data from the 2012 election to automatically compute various statistics, ranging from least popular vote from state "x" for candidate "y" to "y" candidate's total margin of victory.

First Tech Challenge, Harvest Collegiate High School

August 2012 – June 2016

Programed robot's method of handling the autonomous round as well as manual control round using Robot C. Manual controls consisted of changing how a controller's analog inputs affected the motors on the robot's wheels rate of turning. Autonomous round consisted of using sensors and positioning to obtain points.