George Sheng

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EDUCATION:

Stevens Institute of Technology | Hoboken, NJ   **Expected May 2024**
Bachelor of Science, Computer Science
GPA: 3.6 **Awards:** Presidential Scholarship, Edwin A. Stevens Scholarship
Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Discrete Structures, Linear Algebra, Theory of Computation, Systems Programming, Object Oriented Analysis and Design, Database Management Systems

WORK EXPERIENCE:

Broadridge Inc | Edgewood, New York | Software Engineer Intern   **June 2022 - August 2022**
- ❖ Planned and developed a web application project after gathering business requirements
- ❖ Iterated on the application's design and functionality over the course of multiple refinement sessions
- ❖ Researched the feasibility of using Node.js for its MS Outlook API and discussed the Pros/Cons with the client
- ❖ Created a proto-programming language for the user to create email templates with the capability to parse tables, create variables, and repeat sections of text within the template
- ❖ Developed a parser with vanilla JavaScript to process the language and generate a UI to allow the user to utilize email templates to quickly write emails
- ❖ Evaluated the viability of automated code testing tools, such as Tricentis Tosca and Katalon Studio, with a group of interns and presented the results to a group of Vice Presidents

PROJECTS:

Maze Solver (Java):   **May 2022**
- ❖ Utilized Java Swing to create an interface that allows the user to draw a Maze using mouse clicks
- ❖ Worked with the Java Swing coordinate system to simulate balls bouncing randomly around the maze
- ❖ Implemented a traceback algorithm to display the different solutions to the maze found by the simulation

Bird Defense Multiplayer Game (JavaScript/Java):   **Summer 2021**
- ❖ Created a REST API with SpringBoot to facilitate communication between different instances of the application
- ❖ Deployed SpringBoot microservice and client side application using Azure cloud services
- ❖ Worked with REST API in real time in order to maintain synchronization between clients participating in the same instance

Quadratic / Linear Regression Calculator (JavaScript/Java):   **Summer 2021**
- ❖ Implemented gradient descent algorithm to find an equation to best fit a set of points provided by the user
- ❖ Utilized Azure static web apps and GitHub pipelines to deploy the application
- ❖ Optimized learning rates for each degree of equation to prevent algorithm from spiraling on certain sets of points

Recordify (Android Java) :   **June 2019**
- ❖ Worked with Android Java to build an app similar to Spotify with ability for users to submit custom recordings
- ❖ Utilized Google Firebase and Authentication to help store and maintain user account information
- ❖ Implemented working account system with password salting and hashing, and password retrieval process

SKILLS:

Programming Languages: Java, JavaScript/HTML/CSS, Python, C/C++, OCaml
Frameworks: SpringBoot, React, Bootstrap
Technologies: Microsoft Azure, MySQL, GitHub, PostgreSQL, Visual Studio, Jetbrains IDEs