

Christopher He

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EDUCATION

CUNY Hunter College

Expected May 2022

- B.A in Computer Science
- GPA: 3.85 / 4.00
- Relevant Coursework: Software Design & Analysis, Discrete Mathematics

The Bronx High School of Science

September 2014 - June 2018

- Relevant Coursework: Computer Science, Game Programming

WORK EXPERIENCE

Google Summer of Code with Python Software Foundation

May 2019 - August 2019

Student Developer

- Implemented collision detection algorithms for Panda3D, an open source **Python** game engine written in C++, specifically between boxes, spheres, capsules, and parabolas.
- Designed and developed a Heightfield class to detect collisions on uneven terrain thousands of times faster while using minimal space.

NYC Department of Transportation

October 2018 - August 2019

Application Developer Intern

- Developed a web app using **ASP.NET MVC** and **C#** for the HR department to store and update employee information.
- Created **SQL** stored procedures to generate budget-related reports and projections.
- Developed a web app for DOT clients to request and keep track of speed bump records.

SKILLS

- **Languages:** C++, C#, Python, HTML, CSS, Javascript
- **Frameworks:** jQuery, AJAX, ASP.NET, Flask, React, Selenium
- **Other Technologies:** Microsoft SQL Server, Git, TFS, Unity Game Engine

PROJECTS

[Othello AI](#)

- Functional Othello board game that implements Minimax decision-making algorithm.
- Built using C# and Unity Game Engine. Deployed (and playable) on Github pages.

[GymGO](#)

- Mobile application that allows users to check into gyms based on location to track and reward them for exercising.
- REST API backend written in Python using Flask. Frontend built using React Native.