

Christopher He

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EDUCATION

CUNY Hunter College

Expected May 2022

- Bachelor of Arts in Computer Science
- GPA: 3.85 / 4.00
- Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms

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.
- Utilized **Git** for version control and **PyTest** for unit testing.

NYC Department of Transportation

October 2018 - August 2019

Application Development Intern

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

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

Meetifi

- A **Python Flask** web app that eases the organization of meet-ups between friends by providing location sharing, weather forecasting, public transit directions, and suggestions for local restaurants at the meet-up spot.
- Winner of a sponsor award at **hackNY** Fall 2018 Hackathon.

GymGO

- A **React Native** 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**.