

Mark Cheng

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Education

University of Texas at Austin

August 2018 - May 2022

B.S. Computer Science, Minor in Business

- Cumulative GPA: 3.76/4.0 (University Honors)
- Relevant Coursework: Computer Architecture, Operating Systems, Artificial Intelligence, iOS Development, Object Oriented Programming, Data Structures, Algorithms, Probability and Statistics, Matrices

Experience

Liberty Mutual

July 2021 - August 2021

Software Engineer Intern

Portsmouth, New Hampshire

- Developed a feature in an enterprise application that utilizes modern web technologies that allow call center representatives to send out templated emails to customers with their auto insurance information
- Created Bitbucket repository and Bamboo pipeline to host and deploy email templates in AWS
- Refactored code with best engineering practices and performed unit tests to ensure code stability and coverage

UT Claim Checking Group

January 2021 - May 2021

Volunteer Research Assistant

Austin, Texas

- Researched and wrote an independent miniature literature review comparing 13 research papers about hate speech detection on websites through the use of crowdsourcing services such as Amazon Mechanical Turk
- Studied various techniques used in the process of data selection, data filtering, and the annotation schema on datasets used in hate speech detection models

Projects

Studius

January 2021 - May 2021

- Created a productivity web application with features like a pomodoro timer, to-do list, and calendar scheduler
- Utilized React, Javascript, CSS, Firebase, and Spotify API to implement components such as study playlists

A Knight in Space

June 2021 - August 2021

- Produced an iOS application of an action based 2D role playing game where the user plays as a knight in space
- Added frameworks such as core audio, haptics, core graphics, animation, and core data using Swift and xCode

Game of Life

November 2020 - December 2020

- Created Conway's Game of Life in Python with adjustable speeds for the rate of change
- Implemented built in graphics and user interface with Pygame; board implemented with 2D array

Skills

- **Front-End:** HTML, CSS, JavaScript, React
- **Back-End:** Java, Python, C++, C, Django, Swift, Firebase
- **Other:** Git, GitHub, xCode, Jest, AWS, Agile

Extracurriculars

- **Indigitous #HACK: Co-Lead:** Spearheaded 7 member team in the planning, promotion, and execution of a faith based hackathon for 40+ college students at UT Austin
- **Epic Movement: Core Team Leader - Community:** Planned and arranged 10+ community building events among 100+ members; Led the coordination of logistics and event management on a 6 person team