

Natalie Cheng

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Education

Boston University

Bachelor of Arts in Computer Science

GPA: 3.21

Relevant Coursework: Combinatoric Structures 131, Introduction to Computer Science 1 111

Boston, Massachusetts

Expected May 2025

Professional Experience

Unity

Aug. 2022 - Current

Junior Programmer Pathway Participant

- Using Unity and Microsoft Visual Studio to learn the foundations of creating a video game to initiate interest in game development
- Used a Project Design document to learn how to effectively plan basic gameplay, gameplay mechanics, user interface, timelines, and a project sketch
- Debugged faulty games in Unity and Microsoft Visual Studio by applying knowledge and practice from the provided modules

Lollicup Fresh

June 2021 - Aug. 2021

Barista and Cashier

- Practiced customer service, flexibility with switching tasks, and adaptability to customer and manager requests

Extracurriculars and Projects

Microsoft Modules

Aug. 2022

- *Write your first C# code:* Introduction to C# and its syntax
- *Perform basic string formatting with C#:* Learned how to write code that formats strings with new lines, tabs, white space, unicode characters, string concatenation, and string interpolation
- *Azure AI Fundamentals: Get started with artificial intelligence:* Introduction to AI with machine learning, anomaly detection, and understanding the six principles of responsible AI

University of Pennsylvania: New Media, Graphic Design

July 2019

Julian Krinsky Camps & Programs (JKCP) Art: Summer at Penn

- Detailed introduction to designing with code, sound analysis, augmented reality animation, and article illustration

University of Pennsylvania Wharton: Future of the Business World

Aug. 2020

Global Youth Program

- Attended live online events to engage in lectures and productive collaborative projects (Ex: Designing a quarantine-focused mental health app)

Technical Skills

Programming | Python, Unity