Sharon Zheng

📞 518-232-5696 ✉ ssharonzhengg@gmail.com 💼 linkedin.com/sharon-zheng-94b712266

Education

Cornell University   Expected May 2027

Bachelor of Arts in Computer Science   *Ithaca, NY*
- **Relevant Coursework:** Object-Oriented Programming, Multivariable Calculus, Discrete Structures, Functional Programming, Linear Algebra, Intro to Game Architecture, Foundations of AI Reasoning and Decision-Making, Probability and Statistics, Computer System Organization and Programming, Human-Computer Design Interaction

Technical Skills

Languages: Proficient in Python, Java, OCaml, C, GitHub, & Familiar with Unity, C#, JS, CSS, HTML, Figma, Canva
Interests: Artificial Intelligence, Cognitive Science, Game Design, User Experience

Experience

Cornell UX Design   Sep 2025 – Present

Graphics Lead   *Ithaca, NY*
- Lead the design and production of club merchandise using Figma, aligning creative decisions with brand identity and member feedback.
- Manage social media design strategy, creating Canva assets that promote events and boost engagement with 500+ followers.
- Collaborate with cross-functional E-Board teams in weekly meetings to plan initiatives, assign action items, and track project progress.

Cornell Development in Games Association   Jun 2025 – Aug 2025

Programmer/Artist   *Ithaca, NY*
- Built "Scute Shoot", a 2D physics game in Unity (C#) with a team of 11, delivering a fully playable build in 5 weeks.
- Programmed game objects, custom physics interactions, and interactive UI elements.
- Created original art assets and animations using Procreate, boosting visual cohesion and game-play clarity.
- Managed Git version control, resolving merge conflicts per sprint and completing 100% of assigned weekly pull requests on time.
- Coordinated sub-team progress via weekly sprint stand-ups; published final build to DGA's itch.io portfolio.

Skye Studios   Jan 2025 – May 2025

Programmer   *Ithaca, NY*
- Co-developed "Gone Astray", a Java-based game with 7 teammates, implementing gravity-based physics, animated obstacles, and 10+ multi-level progression.
- Translated Figma UI designs into fully functional game interfaces, improving navigation speed by 25% in playtesting.
- Presented game at public showcase to 600+ attendees; awarded Most Polished Game among 10+ cohort projects.

Millennium   October 2024 – May 2025

Developer   *Ithaca, NY*
- Collaborated with 2 peers under mentorship from Millennium employer Yejun Cui to investigate IPO sentiment's effect on company's performance.
- Developed research skills, analyzing and parsing 30+ articles.
- Implemented BERT-based sentiment analysis pipeline on 50 companies' data ($\tilde{1}$M+ words), producing sentiment scores for pre- and post-IPO events.
- Presented findings at Millennium's NYC headquarters to 30+ industry professionals, sparking discussions for follow-up research.

Leadership

Cornell AEW Program | Facilitator/Teaching Assistant
- Co-teach weekly CS1110 review sessions for 10+ students, reinforcing lecture content and exam prep.
- Create instructional slides, practice problems, and collaborative learning activities.

Girls Who Code | *Mentor*
- Taught Python fundamentals to elementary students, guiding them from initial project idea to functional product.
- Provided individualized feedback and troubleshooting support to help students debug and refine their code.