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SHERMAN CHEUNG

github.com/shertle
shermancheung.com

EDUCATION

B.S. Computer Engineering **University of California, San Diego** **Expected December 2016**
GPA: 3.83

- Relevant Coursework: Algorithm Design and Analysis; Advanced Data Structures; Software Engineering; Computer Organization and Systems Programming; Digital Systems Components and Design

EXPERIENCE

Open Source Contributor **Review Board** **Fall 2015**

- Currently working on the Review Board code review tool for the Facebook Open Academy program
- Using Python to create a new feature that allows users to create private code review requests

Software Engineering Intern **Northrop Grumman Corporation** **Summer 2015**

- Utilized C++, Git, and Make to develop features for a classified project in an Ubuntu 14.04LTS environment
- Participated in code reviews to improve program design and ensure best practices
- Analyzed contractor source code using Coverity and Understand analysis tools and documented the process

Software Engineering Intern **San Diego Supercomputer Center** **Winter 2015 – Spring 2015**

- Utilized Eclipse to build a new Actor component for the Kepler Scientific Workflow System
- Incorporated machine learning utilities such as binary classification into the Actor through Apache Spark MLlib

Tutor: Data Structures, IDEA Lab **UCSD CSE/ECE Department** **Spring 2014, Spring 2015**

- Assisted students with challenging programming assignments in the CSE Lab and on Piazza
- Graded student assignments and provided them with timely feedback

PROJECTS

The Burrd (Android App) **Spring 2015 – Summer 2015**

- Collaborated with a team of students to develop an Android app that helps users find local happy hours
- Utilized Java, XML, and Android Studio to implement core features such as the app's navigation drawer
- Built the company website, theburrd.com, using Meteor and deployed it to an Ubuntu server

Personal Website **Summer 2015**

- Built a personal website from scratch using HTML, CSS, JavaScript and jQuery
- Incorporated Responsive Web Design to support a variety of screen sizes on both desktop and mobile
- Utilized GitHub Pages for hosting and Google Domains for DNS management

Huffman File Compressor **Winter 2015**

- Implemented a Huffman code file compressor and decompressor using C++
- Compressed files without data loss to between 30%-60% of the original size

Memory Match (Android App) **Summer 2014**

- Designed and developed a memory matching game for Android using Eclipse ADT
- Includes a timing and ranking feature to motivate user improvement
- Play Store Link: https://play.google.com/store/apps/details?id=com.scfuturistics.memorymatch

AWARDS AND ORGANIZATIONS

- Institute of Electrical and Electronics Engineers(IEEE) **Fall 2013 – Present**
- Provost Honors, UCSD **Fall 2012 – Present**
- Eagle Scout, Boy Scouts of America **Fall 2011**

TECHNICAL SKILLS

- Languages: Java; C/C++; Python
- Tools: Unix; Git; Android Studio; Eclipse
- Familiar with Android development using Android Studio and Eclipse ADT
- Familiar with web development using HTML, CSS, JavaScript and jQuery