

STERLING HOO

CONTACT & LINKS

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EDUCATION

Vanderbilt University

BS Computer Science

August 2016 - May 2020

PROJECTS & WORK EXPERIENCE

Random Maze Generator: Developed an algorithm in C# to randomly generate a maze of any size in Unity and allow the user to traverse and try to solve it.

Facial Recognition Web App: Developed a website that detects faces and displays a box around them in any image that the user links by using the Clarifai API Face Detection Model.

Vanderbilt University History Department – Team Project: Worked with a team that developed a VR experience in Unity recreating the story of the Arabian nights with variations based on the user's in-game decisions.

Loomian Showdown: Website application that allows its users to build a team based on a popular Roblox game and use these prebuilt teams to battle other users by emulating the game's battle engine.

Unity Game Development: Have been working on a personal project in Unity developing a single player game based on exploring dungeons.

TECHNICAL SKILLS

Languages & Related Technologies: Javascript (Node.js, Express.js, & React.js), PostgreSQL, HTML, CSS, C#, Python, RESTful API, Git/Github, Postman

OS: Windows & Linux

RELEVANT COURSEWORK

Data Structures, Algorithms, Operating Systems (Linux-Based), Programming Languages, Artificial Intelligence, Deep Learning, Reverse Engineering, Big Data

AREAS OF INTEREST

Full Stack Development, Virtual Reality, Artificial Intelligence, Game Development, Big Data