

SHERMAN CHOW

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🐙 github.com/scc23

Technical Skills

Languages: C, C++, Python, HTML/CSS, JavaScript, SQL, PHP, MATLAB, Julia, Java

Applications: Git, Subversion, Microsoft Visual Studio, Sublime Text, Eclipse, Xcode

Operating Systems: Windows, Mac OS, Linux, iOS

- Solid knowledge of data structures, object-oriented programming, embedded systems, and agile development

Technical Work Experience

Firmware Engineer Co-op Jan 2018–Aug 2018

Intel Corporation – Non-Volatile Memory Solutions Group | Vancouver, BC

- Worked with Intel's 3D XPoint technology to develop features and fix bugs in C and C++ for the next generation Optane solid state drives, with a team of 20 people
- Created a software tool in Python with a graphical user interface that generates a visualization of the data layout of the Optane solid state drives according to specified configurations

Software Engineer Co-op Jan 2017–Aug 2017

Sierra Wireless Inc. | Richmond, BC

- Developed application programming interfaces in C++, analyzed defects, and verified bug fixes for *AirPrime* modules, with a team of 12 people
- Investigated new features using Microsoft Azure and mobile device management solutions to develop new capabilities for our products

Technical Projects

Producer-Consumer Problem Nov 2017

Operating Systems I (CMPT 300) – Simon Fraser University | Burnaby, BC

- Developed a multithreaded program written in C using pthreads and semaphores to solve the producer-consumer problem in a scenario where operators and generators interact with each other to produce materials
- Applied a mutex to lock the critical sections when a thread accesses shared resources to avoid a race condition
- Implemented conditions and tested corner cases to avoid deadlock

Basic Shell Program Sept 2017

Operating Systems I (CMPT 300) – Simon Fraser University | Burnaby, BC

- Developed a UNIX shell program in C using system calls to interact with the kernel
- Implemented test cases to ensure all possible return values were handled properly

Shogi Japanese Chess Game Sept–Dec 2016

Introduction to Software Engineering (CMPT 276) – Simon Fraser University | Burnaby, BC

- Collaborated with a team of 5 students to develop a chess game in Julia (programming language) with artificial intelligence, a graphical user interface, and networking capabilities
- Developed multiple AI difficulties using the minimax search with alpha-beta pruning algorithm
- Integrated components and fixed bugs to ensure a runnable software on multiple operating systems

Personal Projects

Personal Webpage Mar 2017

Personal Project | scc23.github.io

- Developed a dynamic webpage to display my biography and portfolio using HTML, CSS, and JavaScript

Education

Bachelor of Science – Major in Computing Science Sept 2013–Aug 2019

Simon Fraser University | Burnaby, BC

- Dean's Honour Roll, achieved a 3.50 or higher GPA (Spring 2016)
- Studied one year abroad at *Zhejiang University* in Hangzhou, China (Sept 2014–June 2015)