

# SHERMAN CHOW



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github.com/scc23

Technical Skills	Languages	Applications	Operating Systems	Concepts
	<ul style="list-style-type: none"><li>• Python</li><li>• Java</li><li>• C</li><li>• C++</li><li>• HTML</li><li>• CSS</li><li>• JavaScript</li><li>• MATLAB</li><li>• Julia</li><li>• Assembly Language (x86)</li></ul>	<ul style="list-style-type: none"><li>• Eclipse</li><li>• Xcode</li><li>• Microsoft Visual Studio</li><li>• Subversion</li><li>• Fossil</li><li>• Git</li><li>• Microsoft Office</li><li>• Adobe Photoshop</li><li>• Adobe After Effects</li></ul>	<ul style="list-style-type: none"><li>• Windows</li><li>• Mac OS</li><li>• Linux</li><li>• iOS</li><li>• Android</li></ul>	<ul style="list-style-type: none"><li>• Abstract Data Types</li><li>• Sorting Methods</li><li>• Object-Oriented Programming</li><li>• TLV Encoding</li><li>• Agile Development</li></ul>

<b>Education</b>	<b>Bachelor of Applied Science – Major in Computing Science</b> <i>Simon Fraser University   Burnaby, BC</i> <ul style="list-style-type: none"><li>• Studied one year abroad at <i>Zhejiang University</i> in Hangzhou, China (Sept 2014–June 2015)</li><li>• Dean's Honour Roll, achieved a 3.50 or higher GPA (Spring 2016)</li></ul>	<b>Sept 2013–Present</b>
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<b>Related Work Experience</b>	<b>Software Engineer Co-op</b> <i>Sierra Wireless Inc.   Richmond, BC</i> <ul style="list-style-type: none"><li>• Develop software, analyze defects, and verify bug fixes for our <i>AirPrime</i> modules, with a team of 12 people</li><li>• Develop APIs in C++ using TLV encoding to add new support for our products</li><li>• Investigate new features using Microsoft Azure and mobile device management solutions to develop new capabilities for our products</li></ul>	<b>Jan 2017–Aug 2017</b>
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<b>Technical Projects</b>	<b>Shogi Japanese Chess Game</b> <i>Introduction to Software Engineering (CMPT 276) – Simon Fraser University   Burnaby, BC</i> <ul style="list-style-type: none"><li>• 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</li><li>• Developed multiple AI difficulties using the minimax search with alpha-beta pruning and Monte Carlo tree search algorithms</li><li>• Integrated components and fixed bugs to ensure a runnable software on multiple operating systems and a high quality final product</li></ul>	<b>Sept–Dec 2016</b>
	<b>English-Klingon Translator</b> <i>Data Structures &amp; Programming (CMPT 225) – Simon Fraser University   Burnaby, BC</i> <ul style="list-style-type: none"><li>• Designed an English-Klingon (language of fictional characters in Star Trek) translator in C++ using a binary search tree and a hash table to translate words</li><li>• Created a binary search tree by using a doubly linked list to insert and display all words in the translation library in sorted order efficiently</li><li>• Created a hash table by using chain hashing to avoid collision and a singly linked list to translate individual words from the command line</li></ul>	<b>May–June 2016</b>

	<b>Bank Simulation Application</b> <span style="float: right;"><b>May–June 2016</b></span> <i>Data Structures &amp; Programming (CMPT 225) – Simon Fraser University   Burnaby, BC</i> <ul style="list-style-type: none"> <li>Developed an event-driven simulation of a bank in C++ using a circular queue and a priority queue to manage and process customers efficiently in priority order</li> <li>Created a priority queue by using a singly linked list to insert and remove customers from the priority queue</li> </ul>
<b>Personal Projects</b>	<b>Personal Webpage</b> <span style="float: right;"><b>Mar 2017</b></span> <i>Personal Project   scc23.github.io</i> <ul style="list-style-type: none"> <li>Developed a webpage with a personal biography and photo gallery using HTML, CSS, and JavaScript</li> </ul> <b>Tic-Tac-Toe Game</b> <span style="float: right;"><b>Jan 2017</b></span> <i>Personal Project</i> <ul style="list-style-type: none"> <li>Developed a Tic-Tac-Toe game in Python with a graphical user interface and artificial intelligence using the minimax search algorithm</li> </ul>
<b>Other Work Experience</b>	<b>Local Referee</b> <span style="float: right;"><b>Dec 2011–June 2014q</b></span> <i>Volleyball BC   Vancouver, BC</i> <ul style="list-style-type: none"> <li>Coordinated volleyball competitions smoothly by making quick and confident decisions under pressure to control the flow of the games</li> </ul> <b>Promoter</b> <span style="float: right;"><b>Apr–June 2012</b></span> <i>Gold's Gym   Vancouver, BC</i> <ul style="list-style-type: none"> <li>Promoted events for the fitness center by engaging with and encouraging people on the street to sign up for memberships</li> </ul>
<b>Volunteer Experience</b>	<b>Head of High School Fundraising Association</b> <span style="float: right;"><b>Sept–June 2013</b></span> <i>Heart2Heart Canadian Youth Society   Vancouver, BC</i> <ul style="list-style-type: none"> <li>Organized our 7<sup>th</sup> annual charity banquet with a team of 12 students, and raised over \$80,000 to help build schools for children in rural China</li> <li>Spread awareness for the event, sold tickets, and encouraged people to attend</li> </ul> <b>Adjudicator Assistant</b> <span style="float: right;"><b>July 2013</b></span> <i>Kiwanis Music Festival   Vancouver, BC</i> <ul style="list-style-type: none"> <li>Greeted participants and ensured that they were well-informed of competition procedures</li> <li>Assisted the adjudicator with announcements and organizing paperwork to ensure competition results were accurately reported</li> </ul>
<b>Interests</b>	<ul style="list-style-type: none"> <li>10+ years of experience playing the piano and violin</li> <li>Strong interest in visual arts and video games</li> <li>5 years of experience snowboarding</li> </ul>