SHERMAN CHOW

🏠 2155 Mannering Avenue, BC. V5N 3C5

📱 (778) 707-0895

✉ scc23@sfu.ca

○ github.com/scc23

Technical Skills	**Languages**	**Applications**	**Operating Systems**	**Concepts**
	• C++ • C • Python • Julia • Java • HTML • CSS • JavaScript • SQL • MATLAB • Assembly Language (x86)	• Microsoft Visual Studio • Eclipse • Xcode • Git • Subversion • Fossil • JIRA • Adobe Photoshop • Adobe After Effects	• Windows • Mac OS • Linux • iOS	• Abstract Data Types • Sorting Methods • Object-Oriented Programming • TLV Encoding • Agile Development

Technical Work Experience

Firmware Engineer Co-op   **Jan 2018–Aug 2018**
Intel Corporation | Vancouver, BC
- Will be starting in January 2018

Software Engineer Co-op   **Jan 2017–Aug 2017**
Sierra Wireless Inc. | Richmond, BC
- Developed software, analyzed defects, and verified bug fixes for *AirPrime* modules, with a team of 12 people
- Developed APIs in C++ using TLV encoding to add new support for our products
- Investigated new features using Microsoft Azure and mobile device management solutions to develop new capabilities for our products

Technical Projects

Simple Shell   **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 and Monte Carlo tree search algorithms
- Integrated components and fixed bugs to ensure a runnable software on multiple operating systems and a high quality final product

English-Klingon Translator   May–June 2016
Data Structures & Programming (CMPT 225) – Simon Fraser University | Burnaby, BC
- 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
- Created a binary search tree by using a doubly linked list to insert and display all words in the translation library in sorted order
- Created a hash table by using chain hashing to avoid collision and a singly linked list to translate individual words from the command line

Personal Projects

Personal Website   Mar 2017
Personal Project | scc23.github.io
- Developed a website with a personal biography and photo gallery using HTML, CSS, and JavaScript

Tic-Tac-Toe Game   Jan 2017
Personal Project
- Developed a Tic-Tac-Toe game in Python with a GUI using TkInter
- Implemented an unbeatable AI opponent using the minimax search algorithm

Other Work Experience

Local Referee   Dec 2011–June 2014
Volleyball BC | Vancouver, BC
- Coordinated volleyball competitions smoothly by making quick and confident decisions under pressure to control the flow of the games

Volunteer Experience

Head of High School Fundraising Association   Sept–June 2013
Heart2Heart Canadian Youth Society | Vancouver, BC
- Organized our 7th annual charity banquet with a team of 12 students, and raised over $80,000 to help build schools for children in rural China

Adjudicator Assistant   July 2013
Kiwanis Music Festival | Vancouver, BC
- Assisted the adjudicator with announcements and organizing paperwork to ensure competition results were accurately reported

Education

Bachelor of Science – Major in Computing Science   Sept 2013–Present
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)

Interests
- 10+ years of experience playing the piano and violin
- Strong interest in visual arts and video games
- 5 years of experience snowboarding