Tere Kwong

Seeking Summer 2021 Internship

(617) 763-8667 | tere_kwong@student.uml.edu | in terekwong

Education

University of Massachusetts, Lowell *Lowell, MA*

Bachelor of Science in Computer Science, GPA: 3.28/4.0 *Expected May 2022*

- **Relevant Courses** : Computing I-IV, Organization of Programming Language, Foundation of Computer Science, Computer Architecture, Assembly Language Programming, Analysis of Algorithms, Operating Systems
- **Extracurriculars** : UML Table Tennis Club

Skills

Languages C, C++, Python (basic), HTML (basic)
Technologies Windows, Linux (Ubuntu), Visual Studio, Emacs

Experience

Charles River Development *Burlington, MA*

IT Helpdesk Co-op *July 2020 - December 2020*

- Utilized customer service skills when helping users with technical issues they were facing
- Created scripts in Powershell to manipulate objects in the active directory
- Imaged laptops and desktops for newly hired employees and contacted them to help them through the new hire process
- Took stock of inventory which included desktops/laptops, peripherals, etc.

Projects

SortUniqWc

Operating Systems *March 2021*

- Imitates the sort, uniq, and wc commands from Linux, does what Linux shell does without doing the command line processing
- Creates three child processes which will tie an end of a pipe to standard input, output, or both and then call execlp system call to run the command

GuitarHero Program

Computing IV *May 2019*

- Created a Guitar Hero program using C++ that played different notes based on which keyboard key was pressed
- Implemented a RingBuffer using a circular vector and the Karplus-String guitar string simulation that generated a stream of string samples for audio playback under keyboard control
- Made exception code that would throw exceptions into a try-block, and then would be caught in a catch-block, which would display an error message and throw that exception

Pythagoras Tree

Computing IV *March 2019*

- Created a Pythagoras tree using a recursive function which made use of SFML libraries
- Made squares of the tree using the Convexshape class and Drawable class from SFML libraries
- Found each point of the next square to plot it by using algorithm which subtracted different points against each other

Linear Feedback Shift Register

Computing IV *February 2019*

- Created a program which simulated a linear feedback shift register and was used to implement a simple form of encryption
- Used the LSFR to encrypt an image and decrypt that same image that was encoded
- Opened two windows which showed the original image and either the decoded or encoded image depending on what the orignal image was

Hangman Project

Computing II *Jan 2018 - May 2018*

- Created a hangman game using C on emacs that constantly changed the word based on player guesses in order to make the user lose
- Implemented different data structures such as AVL trees, vectors, arrays
- Using Valgrind, checked for memory leaks and also intentionally introduced them to better understand the tool and general concept