

TRACY SHENG

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EDUCATION

University of Washington

B.S. in Computer Science

2022/09 - 2026/06

Seattle, WA

- Relevant Coursework: Software Design/Implementation, Data Structures/Parallelism, Systems Programming, Software Engineering, Computer Graphics, Programming Languages, Algorithms, Intro to AI.
- Awards and Scholarships: Dean's List, Purple and Gold Scholarship.

PROJECTS

Eat Together - Restaurant Picker

01/2025

- JavaScript, Git, Expo Go.
- Full-stack development of restaurant picker feature within an existing mobile application.
- Utilizes Yelp API for information retrieval and filtering.

Fox Trail

03/2025

- Unity, C#, Git.
- Story-based platformer with complex movement, incorporating 3D modeling and animation.
- Modular development approach with each feature developed independently.

Journey of the Voice

10/2024

- Godot, GDScript, Git.
- Linear story-driven game utilizing Godot's scene system and visual scripting.
- Continuous integration and automatic testing for a smoother version control experience in a team project.

Mini-Google

09/2024

- C/C++, Git.
- Search engine implementation using a query processor and web server.
- Following a protocol to create a web application using data structures to store information and saving to file.

LEADERSHIP

Event Coordinator

Climbing Team at the University of Washington

01/2023 - 06/2023

Seattle, WA

- Handled travel and housing for regional competitions, frequently for over 20 people.
- Managed mock competition logistics and travel for up to 50 people.
- Coordinated fundraisers and maintained financial records for up to \$8,000.

SKILLS

Technical: Familiar with Java, C, C++, C#, JavaScript, Python, Unity, x86-64, Bash, GDScript, and web design. Skilled with Microsoft Office and Adobe Suite. Experienced with Git/GitHub version control and collaboration.

Languages: Bilingual English and Mandarin.