Kendrick Shao

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OBJECTIVE To obtain a software development internship to gain experience in the technology industry.

EDUCATION

Hunter College, *City University of New York*
Bachelor of Arts, Computer Science, Expected June 2020 GPA:3.57
Dean's List Fall 2016 – Fall 2019

RELAVANT COURSEWORK

Discrete Structures
Software Design and Analysis I, II, III
Database Management
Operating Systems
Algorithm Design and Analysis

SKILLS

***Programming Languages*:** C++, C#, JavaScript, SQL, R

PROJECTS

Flappy Bird, *Personal Project* Summer 2019
Built Flappy Bird using Unity and C#. Referenced external libraries to learn about UI design, animations, audio, memory and randomly generated obstacles.

Statistics Calculator, *Hunter College* Spring 2019
Created a program that pulls user data from external API and compares their statistics to the top 0.02% of user. UI made with R Shiny with data stored in SQL database.

Knock Down the Tree, *Personal Project* Winter 2017
Built an original game using Unity and C#. Referenced external libraries to learn about particles, textures, terrain and collision detection.

Tetris and Pong, *Personal Project* Summer 2017
Built 3D Tetris and Pong using Unity and C#. Collaborated with peers to debug scripts. Referenced external libraries to help in game development.

Robot Search Algorithm, *Hunter College* Fall 2016
Designed an algorithm in C++ for a robot to collect points on a graph in an efficient manner by using the least moves necessary.

Poll Statistics, *Hunter College* Fall 2016
Created a program that takes data input from any election and automatically computes various statistics, ranging from least popular vote per state for each candidate to individual candidate's total margin of victory.

First Tech Challenge, *Harvest Collegiate High School* August 2012 – June 2016
Programed manual controls and autonomous functions for robot in Robot C. Manual controls consisted of controller's analog inputs affecting motors and peripherals. Autonomous functions consisted of using sensors and positioning to score objectives.