ChiSeng Cheang

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EDUCATION

B.C.S., Computer Science <div align="right">Graduating May 2027</div>
University of New Brunswick, Fredericton, NB <div align="right">3.2 GPA</div>

Relevant coursework: Systems Software Development, Intro to Software Engineering, Big Data Analytics

TECHNICAL SKILLS

Development & Analysis tools: Minitab, MS Excel, VScode, Eclipse
Programming: Java, C, Python, CSS, HTML
Operating Systems: Windows, Linux

WORK EXPERIENCE

Chatime Canada, Fredericton, NB: Tearista <div align="right">Aug 2024 – Present</div>
- Maintained stock levels to ensure consistent product availability throughout peak seasons.
- Operated various equipment safely and efficiently, preparing over **200 beverages/day** during rush hours.

Cineplex, Fredericton, NB: Cast Member <div align="right">May 2024 – Sep 2024</div>
- Operated a POS terminal for food and ticket sales, ensuring accuracy and efficiency across **150+ transactions/shift**.
- Collaborated with supervisors & fellow cast members to deliver exceptional service during events and peak periods.

PC Image, Ipoh, Perak, Malaysia: Sales Assistant <div align="right">Jun 2023 – Aug 2023</div>
- Gained hands-on experience in catalog design, PC hardware marketing, and customer tech support.
- Provided multilingual support (English, Mandarin, Malay) and closed high-value sales totaling over **$4000/month**, consistently exceeding sales targets by **15–20%**.

ACADEMIC/PERSONAL PROJECTS

Family Financial Tracker <div align="right">Fall 2024</div>
Collaborated in a **4-person team** to build a Maven-based expense tracker categorizing transactions by card user & spending category
- Created and maintained a roadmap using GitHub Projects to track deliverables over an **8-week sprint**.
- Led development of transaction parsing & category assignment features, reducing manual entry time by **40%**.
- Conducted weekly stand-ups and sprint reviews to support agile collaboration.

Mod for game: Europa Universalis IV <div align="right">May 2025</div>
Personal project combining alt-history gameplay with scripting in the Clausewitz Engine
- Published to Steam Workshop and ranked **Top 3** during launch week, reaching over **2,000 unique players in 7 days**.
- Built and managed the mod using Visual Studio Code (VSC) and Paradox's Clausewitz scripting language.
- Used GitHub for version control, issue tracking, and documentation throughout development.

ACTIVITIES/HOBBIES

UNB eSports Society <div align="right">Sep 2023 – Present</div>
Competitive player representing UNB in collegiate esports across Atlantic Canada & North America
- Core member of the UNB REDS Overwatch team, competing in **10+ national and regional tournaments**.
- Achieved **1st place** in Spring 2024 and **4th place** in Spring 2025 at Playfly College Esports Open Plus League in Spring 2025.