

EDUCATION

B.S. Computer Engineering **University of California, San Diego** **Expected Graduation Dec 2016**

GPA: CSE 4.0 Overall 3.83

- Relevant Coursework: Algorithm Design and Analysis; Advanced Data Structures; Software Engineering; Computer Organization and Systems Programming; Digital Systems Components and Design

EXPERIENCE

Software Engineering Intern **Northrop Grumman Corporation** **June 2015 – Sept 2015**

- Utilized C++, Git, and Make to develop features for a classified project in an Ubuntu 14.04LTS environment
- Participated in code reviews to improve program design and ensure best practices
- Analyzed contractor source code using Coverity and Understand analysis tools and documented the process

Software Engineering Intern **San Diego Supercomputer Center** **Nov 2014 – June 2015**

- Utilized Eclipse to build a new Actor component for the Kepler Scientific Workflow System
- Incorporated machine learning utilities such as binary classification into the Actor through Apache Spark MLlib

CSE Tutor: Data Structures **UCSD CSE Department** **Apr 2015 – June 2015**

- Assisted students with challenging programming assignments in the CSE Lab and on Piazza
- Graded student assignments and provided them with timely feedback

PROJECTS

Review Board (Open Source Project) **Sept 2015 - Present**

- Currently contributing to the Review Board code review tool for the Facebook Open Academy program
- Using Python(Django) to create a new feature that allows users to create private code review requests

Burrd (Android App) (theburrd.com) **Apr 2015 – Sept 2015**

- Collaborated with a team of students to develop an Android app that helps users find local happy hours
- Utilized Java, XML, and Android Studio to implement core features such as the app's navigation drawer
- Built the company website, theburrd.com, using Meteor and deployed it to an Ubuntu server

Personal Website (shermancheung.com) **July 2015 - Present**

- Built a personal website from scratch using HTML, CSS, JavaScript and jQuery
- Incorporated Responsive Web Design to support a variety of screen sizes on both desktop and mobile
- Utilized GitHub Pages for hosting and Google Domains for DNS management

Huffman File Compressor **Feb 2015**

- Implemented a Huffman code file compressor and decompressor using C++
- Compressed files without data loss to between 30%-60% of the original size

Memory Match (Android App) **Aug 2014 – Sept 2014**

- Designed and developed a memory matching game for Android using Eclipse ADT
- Includes a timing and ranking feature to motivate user improvement
- Play Store Link: <https://play.google.com/store/apps/details?id=com.scfuturistics.memorymatch>

AWARDS AND ORGANIZATIONS

- Institute of Electrical and Electronics Engineers(IEEE) **Sept 2013 – Present**
- Provost Honors (x9), UCSD **Sept 2012 – Present**
- Eagle Scout, Boy Scouts of America **Nov 2011**

TECHNICAL SKILLS

- Languages: Java; C/C++; Python
- Tools: Unix; Git; Android Studio; Eclipse
- Familiar with Android development using Android Studio and Eclipse ADT
- Familiar with web development using HTML, CSS, JavaScript and jQuery