

# Cheryl Fong

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## EDUCATION

### UNIVERSITY OF NEW HAMPSHIRE BS IN COMPUTER SCIENCE

Transfer - Expected May 2019 | Durham, NH  
Major GPA: 3.33/4.0





### UNIVERSITY OF SYDNEY

Feb 2013 - May 2014 | Sydney, NSW  
Electrical Engineering Track

### SINARAN INSTITUTE

Grad. June 2012 | Kota Kinabalu, Malaysia  
Cambridge International GCE A-Levels  
[Physics, Pure Mathematics, Chemistry and Biology]

## LINKS

 bubblemelon  
 \in\cherylfongyinyin  
 @ecstatic\_c  
 bubblemelon.com

## SKILLS

### PROGRAMMING

#### Proficient:

Java C# C++ C JavaScript HTML  
CSS PHP  $\LaTeX$  2<sub>ε</sub>

#### Familiar:

Shell Assembly Python Matlab Ruby  
Android MySQL iOS Go

### TOOLS

Slack Integrations • Sketch  
• Git • GDB • CMake • JetBrains IDEs  
• UNIX • Unity • Arduino • Raspberry Pi  
• Adobe Illustrator + Photoshop

### LANGUAGES

Mandarin  
Malay (Bahasa Melayu)

## AWARDS

Anita Borg | GHC Scholar 2017  
Stanford d.school | University  
Innovation Fellow 2017  
CNCF | Diversity Scholarship 2017  
Grow with Google  
Challenge Scholarship 2018

## EXPERIENCE

### DIY ENGINEERING CLUB | VICE PRESIDENT

August 2015 – June 2016 | Durham, NH  
Oversaw welfare and was responsible for monthly to bimonthly DIY projects. Received a grant of \$2500 and a self assemble 3D printer during my role. Collaborated with UNH's MakerSpace and managed to increase membership by approximately 35 students.

## PROJECTS

### ALEXA SKILL | PERSONAL EXPLORATION

September 2017 - Present  
Used a AWS Lambda Function instance to access AWS RDS and the Alexa Skill Builder Platform to create a skill that would provide tourist suggestions about my hometown in Kota Kinabalu, Malaysia. Would integrate the current database with use Google search results to improve suggestions.

### VR GAME | MAKE SCHOOL'S STUDENT APP COMPETITION 2017

July – August 2017 | San Francisco, CA  
Built an open-world survival game using Steam VR in Unity and Google Blocks. Can be found on [itch.io](https://itch.io) and will be available soon on the Steam Store. Has approx. 20 downloads; tentative updates.

### VOICE OVER TRANSLATION | HACKDAY II AT HACKDARMOUTH

April 2017 | Hanover, NH  
Built a voice to text translation over a playing video or during video calls using Google APIs and Android Studio within 12hrs. Won two Tiles® as a consolation prize.

### VR GRAPHING SIMULATOR | HACKMIT

September 2016 | Cambridge, MA  
Used Google Tilt Brush, Unity and Android Studio to develop this app that displayed linear and quadratic lines. Tested using Google Cardboard. Received rookie mention at this hackathon.

### SOCIAL VENTURE INNOVATION CHALLENGE | UNH COMPETITION

September 2015 - Feb 2016 | Durham, NH  
An interdisciplinary senior undergrad project to develop a sustainable aquaponics system. Wrote microprocessor scripts to balance water pH, sense nitrate concentration, other environment factors. Used Raspberry Pi to manage irrigation and water flow. Won second place and received a \$3000 grant for further development.

## COURSES

**MIT IAP** Jan 2017 | Cambridge, MA  
StartMIT + MIT 6.S094: Deep Learning for Self-Driving Cars

### HARVARD SUMMER SCHOOL

May 2017 - August 2017 | Cambridge, MA  
Economics + Financial Accounting + Business Analytics