





# Cheryl Fong

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## EDUCATION

**UNIVERSITY OF NEW HAMPSHIRE**  
BS IN COMPUTER SCIENCE  
Expected Dec 2019 | Durham, NH  
Major GPA: 3.33/4.0

## LINKS

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

## SKILLS

### PROGRAMMING

**Proficient:**

Java C# C++ C Golang

**Familiar:**

Android Development

Ruby Python  $\LaTeX$  2 $\epsilon$

### TOOLS

• Git • GDB • CMake • JetBrains IDEs  
• Unity • Unreal Engine • Maya

## AWARDS

Anita Borg | GHC Scholar 2017

Stanford d.school | University  
Innovation Fellow 2017

Cloud Native Computing Foundation |  
Diversity Scholarship 2017

Grow with Google  
Challenge Scholarship 2018

Google Travel Grant | DEFCON 2018

Facebook | GHC Scholarship 2018

HashiCorp | Diversity Scholarship 2018

Facebook AI | PyTorch Scholarship Challenge

## 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

## EXPERIENCE

### RED HAT COREOS | SOFTWARE ENGINEER INTERN

May 2018 – August 2018 | San Francisco, CA

- Implemented a status feedback feature for **Ignition** when provisioning a server on **Packet.net** (iPXE) using Packet.net API and Golang.
- Improved Ignition configuration by adding a feature to **Systemd**, where instantiated services can now be enabled via presets.
- Help resolved **CAdvisor** bug, a container resource management daemon that allows running **OpenShift** on top of **Kubernetes** in virtual machines.

### UPLOADVR | SOFTWARE ENGINEER INTERN

June 2016 – August 2016 | San Francisco, CA

- Helped implement **Unity3D** Virtual Reality tutorials as a team.
- Role was similar to a teaching assistant, helped debug student code and learned along with students.
- Some topics covered include, Intro to C#, character AI movements, lighting/shading, scene/level development.

### DIY ENGINEERING CLUB | VICE PRESIDENT

Jan 2016 – May 2016 | Durham, NH

- Applied for a \$2500 grant, to fund a self-assemble 3D printer and bimonthly DIY club projects.
- Helped setup and collaborated with **UNH's MakerSpace**, which increased the number of committed members by 35 students.

## PROJECTS

### WIN32 DIRECTX | WINDOWS GAME APPS

Personal Project

- Self taught **Win32 API** to create simplified versions of Pong and **Arkanoid**. Took this further, and explored **DirectX11** to create 3D apps.
- These apps can be found in the following Github repositories, **Win32-Games & Direcx11-Apps**.

### MARKDOWN RENDER | ONENOTE ADD-INS

Personal Project

- This project aims to create a add-in/extension on Microsoft **OneNote** to render Markdown.
- Uses **Docker** as a dev environment, the Microsoft Office Add-in Project Generator and Markdown-it parser. See Github **repository** for more information.

### HACK F8 | FACEBOOK DEVELOPER CONFERENCE

May 2018 | San Jose, CA

- Prototyped event/group tools (using **AR Studio**) and Facebook Developer tools, which could be accessed within a Facebook Chatbot.
- See this Github **hackf8-2018** repository for a quick demo.

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

July 2017 – August 2017 | San Francisco, CA

- Built an open-world survival game using **SteamVR API** in C# via Unity and using **Google Blocks** to make game assets.
- This game can be found on **itch.io** as **Enter the Wormhole**. Has approx. 20 downloads.