ANASTASIA CHENG

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Availability: January - August 2027 | Brookline, MA

EDUCATION

Northeastern University **Boston, MA**
B.S. Computer Science and Business – Accounting Concentration, Game Design Minor | GPA: 3.43/4.0 *2028*

- **Relevant Coursework:** Fundamentals of Computer Science I and II, Program Design and Implementation II, Discrete Structures, Algorithms and Data, Introduction to Databases, Foundations of Game Design, Game Programming I.

PROJECTS

Personal Portfolio Website (HTML, CSS, JavaScript, Git, GitHub, AWS Lightsail, Caddy) | anastasiacheng.com
Personal Project | In Development *August 2026 - present*

- Designed and developed a personal portfolio website from scratch using HTML and CSS, turning an original visual design into a working web interface deployed on AWS Lightsail with Ubuntu and Caddy.
- Leveraged Claude Code for AI-assisted development of a password-protected admin panel to manage portfolio projects and resume updates, reviewing generated code and validating functionality through 18 automated tests.

Hewlett Packard Enterprise Software Engineering Job Simulation
Forage Virtual Job Simulation *October 2026*

- Built a RESTful web service using Java Spring Boot to handle HTTP requests and JSON data uploads.
- Developed and executed unit tests to validate application functionality.

QueensBlood - Digital Strategy Card Game (Java, Git) **Boston, MA**
Program Design and Implementation II | Partner project *Fall 2025*

- Developed a two-player digital strategy card game in Java using object-oriented programming.
- Modeled cards, players, and board state with modular classes; implemented turn-based mechanics, move validation, dynamic scoring, and 2D-array game-state logic.
- Collaborated with a partner using Git for version control and feature integration.

Todo and Fetch - 3D Unity Game (Unity, C#) **Boston, MA**
Game Programming I | Group project *Spring 2026*

- Collaborated on a 3D resource-collection and shop-management game in Unity, using Unity Version Control to manage and integrate team contributions.
- Developed C# scripts for player movement, level management, item spawning, and collection mechanics.
- Designed game environments and user interfaces across multiple levels.

COMPUTER KNOWLEDGE

Languages:	Java, Kotlin, JavaScript | *Familiar: Python, C#, SQL*
Technologies:	HTML, CSS, AWS Lightsail, REST APIs, Spring Boot, Caddy, Unity
Tools:	Git, GitHub, Claude Code, VS Code, IntelliJ

PROFESSIONAL EXPERIENCE

Valeria Kozak Pediatrics **Tustin, CA**
Summer Intern *Summer 2023*

- Supported pediatric clinic operations by collecting and charting patients' vitals, ranging from newborn to age 19, assisting with diagnostic tests, and multitasking in a fast-paced environment, ensuring positive patient experiences and efficient workflow.

Childcare Team Coordinator **Living Stream Ministry Conferences**
Thanksgiving & Memorial Day Conferences (biannual) *November 2023 - present*

- Coordinated childcare services for 300-600 children during biannual international conferences, supporting operations across two daily sessions over four days.
- Collaborated with team members to provide instructions and training to larger rotating volunteer groups.

Interests: Scrapbooking & Bullet Journalling, Game Design & Gamification, Minecraft & Social Games