

SHERWIN SHUO GAO

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OBJECTIVE: Seeking a full-time position as a software engineer after June 2010.

EDUCATION: **M.S. in Computer Science** May 2010
B.S. in Computer Engineering & Computer Science May 2009
Minor in Video Game Programming
University of Southern California
Major GPA: 3.80 **Overall GPA:** 3.7

SKILLS: **Programming Languages:** C/C++, Objective-C, Java, ActionScript 3, HTML, CSS
Operating Systems: Windows 9x/XP/Vista, Mac OSX, Linux
Tools: Subversion, Microsoft Visual Studio, Eclipse, Xcode, Flex Builder 3
Communication: Fluent in Chinese-Mandarin, Beginner in Japanese

WORK

EXPERIENCE: **iPhone/Flash Developer Intern** July 2009 – Present
Ikayzo, Inc. Honolulu, Hawaii

- Designed and implemented various user interfaces for iPhone and Flex/Flash applications
- Programmed and launched a major Flash application used by client’s players
- Developed iPhone applications using iPhone SDK and Objective-C, and Flash applications using Flex Builder 3 and ActionScript 3

Viterbi Summer Research Internship in China Summer 2008
Tsinghua University – Future Internet Technology Research Center Beijing, China

- One of four USC students chosen from 30 applicants to conduct research in China
- Studied a robotic vision program that will assist industrial robots in locating the precise position of assembly parts
- Researched methods to optimize the program’s floating-point precision and execution speed on the robots’ DSP chips
- Reduced program run time by a factor of seven: from seven seconds to one second

ACADEMIC PROJECTS:

FAA Air-Controller Simulation and Runway Safety Design Fall ‘07 - Spring ‘08

- Developed a multi-threaded system in Java that enables air traffic controllers to review risks and execute actions based on simulated flight details
- Led the program backend team as the project manager and coordinated with the user interface team to create the appropriate API specifications and state transitions
- Participated in the 2008 Federal Aviation Administration Runway Safety Design Competition and received Honorable Mention as part of a 10-member team

Autonomous Robot Rescue Mission Spring 2008

- Built a fully autonomous robot as part of a four-member team
- Programmed robot to rescue victims in a simulated scaled-down environment
- Designed and assembled the robot’s structure, sensors, and algorithm from scratch
- Led the software programming for the robot
- Rescued all victims and won first place out of seven teams in the class competition
- My group project is viewable at http://scf.usc.edu/~sherwing/CS445_Robotics/

ACTIVITIES: **USC Mobile Platform Hackathon, First Place Team** April 2009
SS12 – Code for a Cause Competition, First Place Team October 2008

- Competition project information is viewable at <http://scf.usc.edu/~sherwing>