

ANASTASIA CHENG

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Availability: January - June 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.

Summer Signature Program

Taipei, Taiwan

Mandarin Training Center, NTNU

Summer 2024

- Participated in NTNU's international immersive summer program for 8 weeks, focusing on Mandarin study and cultural exchange.

PROJECTS

Personal Portfolio Website (HTML, CSS, Git, GitHub, AWS EC2, Caddy) | [anastasiacheng.com](#)

Personal Project | In Development

August 2026 - present

- Designed and developed a personal portfolio website from scratch using HTML and CSS, translating an original visual design into a functional web interface.
- Managed source code and ongoing development using Git/GitHub; exploring AI-assisted workflows for implementing JavaScript functionality.

[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.

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.

COMPUTER KNOWLEDGE

Languages: Java, Kotlin, *Familiar:* Python, C#, SQL

Tools/Technologies: HTML, CSS, Git, GitHub, AWS (EC2), Caddy, Nginx, Unity, Gradle, VS Code, IntelliJ, Excel, LaTeX

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 Journaling, Game Design, Minecraft, Social Games, Gamification