

Cheyenne Goh

+1 780 318 0168 | cheyenne@cheyennegoh.com | linkedin.com/in/cheyenne-goh | cheyennegoh.com
Citizenship: Canada and Singapore

SUMMARY

Upcoming software engineering graduate from the University of Calgary with 20 months of internship experience in software development using C++ and Python. Relocating to Ireland in June 2024 to pursue postgraduate studies at the University of Limerick.

EXPERIENCE

GPU Compute Software Intern

May 2022 – Aug 2023

Advanced Micro Devices, Inc. (AMD) – Calgary, Alberta, Canada

- Contributed features and bug fixes to rocFFT/hipFFT, an open-source C++ maths library for computing Fast Fourier Transforms in the ROCm GPU software stack for AI, Machine Learning, and High-Performance Computing
- Reworked method for testing inverse Fourier transforms in the rocFFT GoogleTest test suite to yield a 10% improvement in the overall test run time by adding asynchronous optimisations and reducing external library calls
- Prototyped compute kernels with Python and C++ to improve the performance of real-complex transforms in rocFFT and presented a display on the topic as a finalist for the 2023 AMD Canada Innovation Showcase in Markham, Ontario, Canada
- Incorporated utility in the rocFFT performance testing Python script for measuring raw bandwidth efficiency and processing the data to determine median duration and efficiency
- Validated rocFFT/hipFFT library on AMD RDNA3 hardware, ensuring adequate functionality and performance on both Linux and Windows operating systems before the global product launch

Design Engineering Summer Intern

May 2021 – Sept 2021

Flexcim Manufacturing Services Inc. – Edmonton, Alberta, Canada

- Developed a Python program to retrieve Human-Machine Interface inputs and Programmable Logic Controller sensor data from plastic injection moulding machines and display data from MySQL on the HMI via Modbus TCP
- Integrated functionality in the program to continually collect hundreds of data entries daily for every injection moulding cycle in a MySQL database for analysis to assist in optimising production
- Performed a complete software rewrite of a dated DOS operations tracking program using the Python Tkinter GUI toolkit and a MySQL database to improve usability, maintainability, and portability

SKILLS

- **Languages:** Python, C/C++, C#, Java, JavaScript, MATLAB/Simulink, MIPS Assembly, PLC Ladder Logic, HTML/CSS, SQL, UML, LaTeX
- **Technologies:** TensorFlow, HIP, Vulkan, GLSL, CMake, React, Unity, Processing, MySQL, Git, Linux, PIC Microcontroller, Arduino, QUARC, Quartus, ModelSim, SolidWorks
- **Concepts:** Machine Learning, GPU Programming, Concurrent Programming, Graphics Programming, Object-Oriented Programming, Control Systems

EDUCATION

Master of Science in Artificial Intelligence and Machine Learning **Aug 2025**
University of Limerick – Limerick, Ireland

- **Awards:** University of Limerick Postgraduate Scholarship for International Students

Bachelor of Science in Software Engineering **Apr 2024**
Schulich School of Engineering, University of Calgary – Calgary, Alberta, Canada GPA: 3.48/4.0

- Canadian Engineering Accreditation Board (Washington Accord) Accredited Engineering Program
- **Minor:** Mechatronics Engineering
- **Modules:** Software Requirements/Architecture/Development/Testing, Database Management Systems, Data Structures and Algorithms, Computer Graphics, Machine Learning, Operating Systems, Computer Networks, Embedded System Interfacing, Digital/Electrical Circuits, Signals and Transforms, Control Systems, Mechatronics, Mechanics (Statics/Dynamics), Project Management, Professional Technical Communication
- **Awards:** 2021/2022 Schulich School of Engineering Dean's List, Schulich School of Engineering Dean's Entrance Scholarship, University of Calgary Entrance Scholarship, Alexander Rutherford Scholarship

Alberta High School Diploma **Jun 2017**
Leduc Composite High School – Leduc, Alberta, Canada *Mark: 93.8/100*

Certifications

- Machine Learning – *DeepLearning.AI, Stanford University (Coursera, 2023)*
- C# Programming for Unity Game Development – *University of Colorado System (Coursera, 2023)*

PROJECTS

Capstone Design Project – Sponsored by Garmin **Aug 2023 – Apr 2024**

- Obtained approval to collaborate with Garmin to develop a library containing APIs that utilise machine learning to enable gesture-based control on Garmin smartwatches with three fellow students for the 2024 Engineering Design Fair at the University of Calgary

Hack Your Learning Hackathon **Mar 2021**

- Built a user-friendly application that facilitates supply chain management of furniture inventory in a MySQL database
- Collaborated remotely in a team of four using Java to receive requests, compute the most cost-effective order fulfilment, modify the database, and produce an order form
- Presented a brief video demonstration to a panel of five judges and made appropriate UX revisions based on feedback provided by industry experts from Canada, Greece, and the United States.

EXTRACURRICULAR

Speed Skating Coach **Sept 2023 – Mar 2024**

- Instructed beginner and introductory speed skaters aged 10 and under on short and long track with Calgary Speed Skating Association

Olympic Short Track Speed Skater **Oct 2012 – Feb 2021**

- Represented Singapore in the 1500-m short track speed skating event at the PyeongChang 2018 Olympic Winter Games
- Trained 30-40 hours per week for three years with the Olympic Oval Elite Athlete Pathway Programme as a full-time student