Yize Chen

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EDUCATION

University of California San Diego   March 2024
Master of Science in Computer Science

University of Illinois Urbana-Champaign   GPA: 3.81/4.00
Bachelor of Science in Computer Engineering   May 2022

Zhejiang University   GPA: 3.92/4.00
Bachelor of Science in Computer Engineering   June 2022

EXPERIENCES

CS 225: *Data Structure*s & Algorithms   **January 2021-June 2022**
Teaching Assistant, C++

- Taught lessons in lab sections and answered questions for students and help some students get improvement
- Helped and guided students with course final projects

PROJECT HIGHLIGHTS

Networks and Distributed System - Course Project [Code]   **UIUC, September 2021-May 2022**
C++, Python, HTTP, Distributed System, Multi-threading, CS 438 Communication Networks & CS 425 Distributed Systems at UIUC

- Implemented HTTP client and server communication with TCP
- Simulated TCP with UDP that two systems sharing link have same throughputs ± 10% and utilize at least 70 % bandwidth when no competing traffic
- Implemented a router program with the shortest path
- Developed a toy simulator that evaluates CSMA protocols.
- Implemented ISIS for a distributed system to handle failures and make consensus.
- Implemented multi-thread program to simulate distributed system communication on transactions

Operating System - **Course Project** [Code]   **UIUC, March 2021-May 2021**
C, Intel x86-assembly, Operating System Design & Implementation, huge debugging, ECE 391 UIUC

- Worked as the leader of a 4-member team to write a read-only Linux-like operating system with C and x86 assembly
- Participated in all parts of the project: Initializing tables, paging, terminal drivers, file system, clock driver, system calls, interruptions, file loader and executer, process control block, scheduler for multi-task on multiple terminals
- Designed the cooperating structure of the team and helped teammates to debug

Relational Database - Course Project [Code]   **ZJU, March 2020-May 2020**
Python, Database, Data Structures and Algorithms

- Worked as the leader of a 4-member team to build a relational database Python
- Designed the program structure and implemented SQL operations
- Implemented B+ tree, B tree, and hash map for object storage and access.
- Implemented a two-stack abstract machine for processing query requests.

TECHNICAL SKILLS

- **language:** C++, Java, Python, C, x86 Assembly, CUDA, System-Verilog, GLSL
- **Applications & Tools:** Unreal Engine 4, MATLAB, FPGA, Git, OpenGL, gdb, WebGPU
- **Experienced Fields:** Software Engineering, Computer Graphics, Game Development, Physics

AWARDS

- 1st prize in the preliminary of *Mathematics competition of Chinese College Student*   **China, Fall 2020**
- 2nd prize in the Chinese Physics Olympiad   **Zhejiang, Winter 2017**