

# Aidan Uy

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## EDUCATION

**Binghamton University**, State University of New York, Watson School of Engineering Expected May 2020  
Bachelor of Science in Computer Science  
Major GPA: 3.79/4.00 | Overall GPA: 3.66/4.00  
**Watson School Dean's List** Fall 2016 – Present

## TECHNICAL SKILLS

**Languages:** Java, C++, Python, C, X86 Assembly, MIPS  
**Software:** Git, Eclipse, Logisim, IDLE, Vim, MS Word, MS Excel, MS PowerPoint

## PROJECT EXPERIENCE

### ANT HILL February 2018

- Produced a program that utilized a turn-based system to simulate an ant hill in C++
- Maintained the living ants in a linked list and established a grid in which the ants could move, fight, or find food
- Incorporated chances of the ant hill being attacked and forcing all ants within a radius to defend
- Tracked the actions of each ant, the number of times the ant hill was attacked, and the number of successful defenses

### VIRTUAL MEMORY SIMULATOR December 2017

- Developed a program that simulated converting virtual addresses and looking up page tables in C
- Organized a system to search for virtual addresses in the TLB and in page tables
- Invoked the page fault handlers to simulate OS physical frame allocation, calculated the time needed to access an entry, and replaced unused entries in the TLB and page tables

### COURSE SCHEDULER November 2017

- Constructed a parser that read binary and text files containing data about students and their classes in C
- Stored the data in a linked list, sorted students and classes by name and number with bubble sort, and generated files containing the formatted data

### POKER October 2017

- Built a program that simulated two people playing poker in C
- Derived cards from a text document and assigned each player's hand a value in a bit vector based on strength
- Constructed the program to read text files where each line is a different round and determine a winner

### PIPPIN SIMULATOR May 2017

- Created a simulator of a simple computer with a complete graphical user interface in Java
- Implemented an instruction map, assembler, loader, and an exception handler to load and parse PASM files
- Allowed stepping through instructions, running PASM files at different speeds, and detecting syntax errors

### ARCADE CITY December 2016

- Designed point system that revolved around winning and losing rock, paper, scissors in Python using Pygame
- Generated a text file for storing points and high scores
- Implemented purchasing of other games, such as a higher or lower guessing game, using point system

## PROFESSIONAL EXPERIENCE

**Binghamton University – Information Technology Services** Binghamton, NY  
*Residential Computer Consultant* August 2018 – Present  
- Respond to and resolve technical problems for campus residents  
- Manage the library help desk and demonstrate how to solve common issues for students

## LEADERSHIP EXPERIENCE

**Filipino Intercollegiate Networking Dialogue** Binghamton, NY  
*National Director* May 2017 – Present

- Set standards and create networks between Filipino clubs in upstate New York and along the east coast
- Organize local and national events with up to seven hundred attendees

**Philippine American League** Binghamton University  
*Educational Chair Intern* February 2017 – May 2018  
- Worked with the executive board of the Philippine American League and other cultural organizations to raise awareness about important issues and impart knowledge of Filipino culture