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CAREER SUMMARY

To take a challenging role in the computer engineering environment where my current programming, communication and teamwork skills can be further developed and utilized to accomplish optimum outcomes in implementing the complex projects.

EDUCATION

University of Missouri Columbia, MO - **Bachelor of Science in Computer Engineering**

June 2015 – present

- Expected Graduation: May 2019
- Minor: Computer Science and Mathematics
- Cumulative GPA: 3.45/4.00

TECHNICAL SKILLS

Languages: Swift, C++, C, Java, Arduino, SQL, PHP, Perl, HTML5, CSS, Assembly, C#

Libraries: openMp (Multithreading), Bootstrap

Version Control/IDE: Git/GitHub, Eclipse, Visual Studio, Net Bean, Vim, Xcode

Platforms: Windows, Macintosh, Unix/Linux

Object-Oriented Design: UML, OOP and Design patterns, GUI and Event-driven

PROJECTS

Mizzou Carpool iOS Application/ Swift, MVC

- The app connects passengers with drivers who want to share the rides for their regular routes. It allows searching for active trips, joining/unjoining trip, creating/cancelling trips, add new passengers, and rating drivers/riders
- Worked in Cross-functional team consisting of four members including two developers, and two UX designers from Journalism school
- Implemented back-end using Cloudkit and Core data frameworks
- Implemented Dashboard page: Displaying active trips, saved trips
- Implemented the notification system for requests to the drivers

Mizzou Career Fair Matching System Program / C++

- Developed an effective algorithm that matches students with qualifications from jobs, and present result sorted by ranking to the employers
- Designed UML, Use Case, and Activity diagrams
- Prototyped new functionalities to confirm feasibility
- Designed and Implemented text files I/O for storing employers and students' information that is used in matching process

Division of Mizzou IT Inventory Management System/ LAMP

- The application allows students to checkin/checkout items in the inventory with options for employees to create/remove items from the list
- Created SQL statements for creating tables for MySQL database
- Designed and implemented a web interface using HTML, CSS, PHP for data insertion, login/logout system, running analytics
- Wrote SQL statements to query database for items and students' information using PHP API to connect to MySQL database

Automatic Window Shade System/ Arduino

- Designed and Implemented window shade that closes and opens automatically when sensor detects significant light and opens when there is low light, or by pushing a button to manually control the shade
- Built a room model that has light sensor, Arduino and step motor installed
- Tested the light sensor with various levels of light and use those data to decide thresholds for opening and closing shade

2D Graphics Asteroids Desktop Game/ Java

- Designed and implemented a java game to meet several different requirements: The ship must be controlled by the keyboard, there must be asteroids on the screen that will damage or destroy the player's ship if it crashes into one, etc. Produced mathematical models of physics to implement movements of the game's sprites to be most realistic
- Documented the final report regarding game's behaviors overview
- Demonstrated the game and presented it to the class

OTHER SKILLS & AWARDS

- Competitive RC Helicopter pilot: |Hirobo (Japan) Open 2008/2009: 1st place| |Align 2008 World Tour (Taiwan): 4th place
- Produced commercial videos for restaurants, and stores
- Honors Dean's List: 6 semesters
- Extremely keen on learning new skills, technologies and hands-on experiences