Siyu Chen

727-809-3672 | siyuchen924@gmail.com | https://github.com/chensation

Education

Bachelor of Science in Computer Science | University of Florida　　　　　　**May 2022**

Cumulative GPA: 3.98/4.00

Relevant coursework: Design Patterns, Algorithms Design, Operating Systems, Computer Networks, Penetration Testing, Computer Graphics, Discrete Structures, Data Structures, Computer Organization, Software Engineering, Digital Logic, Numerical Analysis

Experiences

UF Engaging Learning Lab | Gainesville | Js, React, Blockly, Strapi　　　**March 2021 – Now**

- Created complex filter and search functionality for the block toolbox through React.
- Created and maintained an inhouse fork of the ArduBlockly framework.
- Created the feature to add, update, and remove mentor workspaces through Strapi

Sun Nuclear Corporation | Gainesville/ Melbourne　　　**May 2019 – Aug 2021 (Rotations)**

C#, NPGSQL, May 2021 – Aug 2021

- Converted 10+ repos from Entity Framework to a NPGSQL solution as part of the effort to convert the SunCHECK webapp to the cloud.
- Ensured 5+ pages remained functional post conversion through testing and bug fixing.

Js, Vue, Knockout, C#, Jan 2020 – Aug 2020

- Converted pages from the inhouse Knockout framework to the Vue framework as part of the effort to modernize the SunCHECK web app.
- Fixed numerous front-end bugs throughout the SunCHECK web app due to the conversion effort.

Js, C#, Knockout, SQL, May 2019 – Aug 2019

- Fixed numerous (70+) bugs from the frontend to the backend of the SunCHECK web app.
- Developed a new feature set for the inhouse auto-test tool, allowing Eclipse files to be sent for processing.

Project Works

Delaunay's Dream | Gainesville | Python, PyQt, OpenCV　　　**May 2021 – Aug 2021**

- Lead a group of 5 students to develop a video processing application, distributed tasks, and managed builds.
- Applied Delaunay triangulation to frames of video, applied multi-processing to speed up video processing, applied multi-threading for GUI interactions, fixed numerous bugs.

Kitsune | Gainesville | C#, Unity　　　**Jan 2021 – May 2021**

- Lead a group of 7 students to develop a video game, distributed tasks, and managed team resources.
- Generated game concept, designed level layout, set up game structure, and created the narrative.
- Scripted the entire game, including character's physical interactions, save and progression systems, and puzzle interactions.

Gonzalo Law | Gainesville | Js, React, NodeJs　　　**Jan 2020 – May 2020**

- Worked as a contractor to develop a client portal web app as part of the CEN3031 course.
- Acted as the Project Lead, set up meetings, distributed tasks, and kept the team on schedule.
- Set up the page structure of the web app, created the project and progress bar components, styled the web app.

GatorVR | Gainsville | Js, Ar.Js　　　**Aug 2018 – Apr 2019**

- Collaborate with Harn Museum to produce mobile webAR artwork directory and interface.
- Created touch-based interaction and feedback in a mobile AR environment.

Technical Skills

Tools: Git, Unity, Linux, Visual Studio, SQL Server, Eclipse, Microsoft Azure

Languages: Javascript, Python, C++, C#, Rust, SQL, Java, Matlab, HTML, CSS, R

Frameworks: Vue, React, OpenCV, Qt, Ar.js, A-Frame, Knockout.js, MVC with RazorHTML, OpenGL, PyGame