

# Garrick Chiu

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## EDUCATION

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**University of California, Riverside** | B.S. in Computer Science

Expected December 2024

- GPA: 3.58/4.0
- Chancellor's Honor List
- Relevant Coursework: Intermediate Data Structures and Algorithms, Discrete Structures, Applied Linear Algebra, Software Construction, Logic Design, Embedded Systems, Operating Systems, Compiler Design

## SKILL

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**Programming Language:** C++, C#, Python, HTML, CSS, Javascript

**Tools and Frameworks:** Git, VSCode, Unity, React.js, Node.js, Express, MongoDB, Arduino

## RELEVANT EXPERIENCE

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### Technical Support

zyBooks

May 2022 - Present

- Assisted students, instructors, and zyBooks staff on account issues and bug fixing
- Cut company spending by 10% by solving over 6500 tickets
- Debugged erroneous code in the zyBooks curriculum

### Software Engineer

September 2021 - June 2022

Opin Mind Games | [Sketch \(Source Code\)](#)

- Utilized object-oriented programming to write clean and extensible code and explored advanced data structures to allow for custom inputs by the user
- Produced 4 unique enemy AI each with custom animations and mechanics
- Launched the game on Steam with over 11,000 downloads
- Identified and resolved technical issues through an agile-driven development process

## PROJECTS

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### [Grow-Tential \(Source Code\)](#)

- Citrus Hack Hackathon - First Place
- Developed a top-down farming simulation game utilizing vectors, collision detection, and an input manager
- Simulated real-world physics for 2D objects using the Unity physics framework.

### [GameReviews \(Source Code\)](#)

- Developed a website that aggregates ratings of games with React.js, MongoDB, Node.js and Express
- Implemented Mongo Atlas and JWT authentication for user verification and database development
- Developed an interactive user profile and interface that displays your rated games with React.js
- Utilize Express Routing to effectively query through the backend database and host it in the frontend

### TRON Game

- Created a TRON game using an Arduino microcontroller and a Nokia LCD display
- Incorporated support for 2 players using SNES controllers as input devices
- Built custom libraries and utilized C++ to program the game logic and control hardware components
- Tested and debugged the game to ensure proper functionality.