

Justin Fu

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Jf21.github.io

Objective

Hard-working and adaptive student wishing to use 5 years of computer programming experience to contribute to and gain experience in the field.

Experience

Teaching Assistant at AV Tech

July 2012

- Taught students about the basics of how a computer works, from the components to the software
- Introduced and guided students through 3-d game development with Unity

Projects

Google Cardboard FPS at MHacks VI

Sept 2015

- Utilized the Google cardboard VR api along with the Unity game development environment (C# scripting) to create an immersive first person shooter.
- <http://devpost.com/software/drone-assault>

Education

University of Michigan

2015-2019

- Current Freshman
- Pursuing a degree in Computer Engineering
- Interest in focusing on Robotics and Computer Vision

South Brunswick High School

2011-2015

- 3 Years of Computer Science (CompSci I, AP CompSci A, Honors CompSci III) – Java Language
- New Jersey Governor's School of Engineering Scholar –Published Paper on Formal Verification-gained experience in Android and Arduino development
- Vex Robotics Team Member - Experience working with microprocessors, analog, and digital sensors
- 2013 vex robotics world championships participant
- Experience with 2013 Science Olympiad Robotic Arm challenge
- Experience in model airplane design and testing with Science Olympiad



Skills

- Java, Python, HTML/CSS, JavaScript, Android
- Adobe Photoshop CS6, Adobe Illustrator
- Interest in Electronics and Electrical Engineering
- Interest in Robotics and Computer Vision