Ivan He

Software Engineer and Data Enthusiast

EXPERIENCE

Advanced Micro Devices, Santa Clara Software Engineering Intern

May 2018 - August 2018

 Developed a statistical model that can detect anomalies within the frame times of a GPU test, and also rank the most significant frames for draw call trace analysis.

Advanced Micro Devices, Sunnyvale Software Engineering Intern

June 2017 - August 2017

- Debugged and built computer systems from components.
- Implemented Perl automation scripts to test and benchmark GPUs for upcoming video games titles.
- Developed an HTML interpreter while integrating data from separate files and file-types such as .xlsx and graphical images.

EDUCATION

University of California, Berkeley — Bachelor's

August 2015 - Current

Major: Cognitive Science

Concentration: Computer Science and Artificial Intelligence

Expected Graduation Date: May 2019

PROJECTS

Mobile AR CRISPR— *VR@Berkeley*

Developed mobile AR-based 3D CAS gene playing cards. Utilized target image tracking through Unity and Vuforia.

Enigma — Algorithms

Built a simulator for a generalized version of the Enigma encryption machine used in WWII.

Indecision — Personal

Created a to-do randomizer application built with React and deployed on Heroku.

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SOCIAL

Linkedin

https://www.linkedin.com/in/junxuan-he-026355130/

Github

https://github.com/JunxuanH

Website

https://junxuanh.github.io/

SKILLS

Front-end web development with React, Bootstrap, and Webpack

Application deployment on Firebase and Heroku

Windows application development with Visual Studios

PSQL and MySQL database development and data mining

PROGRAMMING LANGUAGES

Java

Python

Javascript

C#