781-985-1303 Newton, MA phlilipyeh12@yahoo.com

Philip Yeh

Software Engineer



EDUCATION

University of Massachusetts Lowell

Bachelor of Science in Computer Science, GPA: 3.10

Anticipated May 2023

Relevant Coursework: C/C++ Programming, GUI Designs, Assembly Programming Language, Mobile Robotics,
Discrete Structures, Linear Algebra

Minor in Mathematics

SKILLS

LanguagesC, C++, JavaScript, HTML, CSS, x86 Assembly, Exposure to Python **Tools**Linux/Ubuntu, Git, Node, Mac OSX, Visual Studios Code, VS code, Atom

Documentation Microsoft Office, Google Drive

Libraries/Services React, Jquery, Firebase

PROJECTS

Resume Building Platform

Aug 2022

- Developed a web application for people who want to create their own custom resumes
- Used React libraries and JavaScript to create a secure and dynamic system
- Used Firebase for user profile authentication and data management
- Designed website interface and resume templates using HTML and CSS

Scrabble July 2022

- Created a website that simulated the word game Scrabble
- Board design and layout created using HTML and CSS
- Game rules implemented using Jquery and JavaScript

Evil Hangman April 2019

- Implemented various functions that handled strings and trees in C
- Utilized data structures such as maps and vectors
- Developed unit tests to ensure hangman rules are correct

Cozmo Environmental Detection

May 2022

- Developed Python programs to allow Cozmo, a small programmable robot, to complete unique tasks
- Tasks range from picking up colored items to tracking ar codes
- Utilized ideas such as finite state machines, coordinate transformation and filter algorithms

LEADERSHIP EXPERIENCES

Front Desk Service Member

2020 - 2022

Stop and Shop

Newton, MA

- · Lead the front end service team
- Ensure proper communication between workers and management
- · Maintain and distribute daily tasks

HONORS

Dean's List, University of Massachusetts Lowell

2020, 2021

ACTIVITIES

RiverHawk Scholars Academy, community for first generation students

2019 - Present