EDUCATION

- 1st year **BS Electrical Engineering** University of California Santa Barbara 2019-2023 Relevant modules & coursework (able to provide code upon request):
 - Intro to ECE (C++)
 - * Using Arduino for problem solving and project buildings in C++.
 - · Digital to analog converter, using R2R Ladder
 - · Experimented with different components and sensors
 - · Built individual project − Arduino Gaming Console (♠)
 - Signal Processing (Python)
 - * Learned basics to Signal Processing and applied knowledge with Python.
 - · Applied Fourier Transform to different signals to analyze them.
 - · FIR Filters to smoothen images in lab.
 - · Shannon's theories.
 - Computer Science (C++)
 - Programming guidelines and basics
 - * Modern tools for software developments in C++
- A-Level (Shenzhen, China) Nanshan Chinese International College 2017-2019
 Further Math, Math, Physics and Chemistry A*/A /A*/A /

SKILLS

- Languages: Java, C++, C#, Python, Verilog, LATEX
 - Currently learning C++ and Python
 - Has experience developing in Quartus
 - This documents and the notes I took in class are written in LATEX
- Circuit Board Designs
 - Familiar with developing Circuit Boards with PADs
- · Web development
 - Worked with web developers in Tencent as an intern.
- · Game development
 - Building and designing games with Unity

PERSONAL PROJECTS

- Arduino Debugger (): Single Step Arduino Debugging made cheap and affordable 2018 to date.
 - PC and Arduino communicate through serial communication
 - HID, bluetooth and WiFi to be supported in the future
 - PC side runs library identical to Arduino but sents an command instead of executing
 - Arduino is programmed to translate the command into corresponding code and execute it
- Arduino Remote Display (): Remotelly update display with MQTT protocol Oct 2019 to date
 - Translates an image file with C# desktop application and sent using MQTT
 - Arduino receives and output the images to the epaper display
 - More display to be supported in the future
 - A test for adding wireless step by step debug function to Arduino Debugger
- GameBoy-Pi (): Gameboy built with Arduino 2018
 - Circuit designed by me and manufactured by JLCPCB
 - Based on a Raspberry Pi 3B running Retro Pie

- Bought the gameboy case, screen and other components online
- Arduino Calculator (): Arduino Calculator(Pi Portable) 2017
 - Portable Linux CLI, so I can program and have fun on the go.
 - The Arduino communicates with the Rasbberry Pi zero, and acts as a keyboard and display.
 - The display copy and outputs the CLI from the PI Zero.
- LED Emoji Goggle (): Inspired by Wrench (Watch Dogs 2) 2017-2018
 - An goggle with LED Matrix built on to it
 - LED controlled by CMOS 164 shift register IC
 - Remotelly controlled with HC-05 bluetooth module and Arduino
 - Video Demonstration at
- This CV (♠) 2020 todate
 - LATEX source code to this cv
- Others:
 - FGOAutoPlayer ()
 - Visual Novel Creator ()

OTHER INTERESTS

- · Interested in animation and some arts;
- · Been playing Piano for a long time;
- · Video Editing

 - Sharing the process of how I make my projects.
 - Videos to teach my audience something interesting.
 - The music I written will also be posted.
 - All my videos are uploaded to 🖨 🗸 🕌