SIMON CHAU

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EDUCATION:

Bachelor of Science, Computer Engineering

University of California, Riverside

Riverside, CA September 2013 – June 2017

EXPERIENCE:

Bourns College of Engineering Help Desk Assistant

Riverside, CA

Troubleshoot downloads and installation of software offered by UCR.

June 2015 - June 2017

- Provided in person or email support regarding hardware or software related issues.
- Identified how to install or reformat Windows/Mac OS.

Residential Technical Assistant

Riverside, CA

Provided possible solutions for network connectivity issues for students.

June 2014 - June 2015

- Setup and maintained school media events throughout campus.
- Cleaned residential halls and off campus computer labs and restocked printers.

PROJECTS:

Smart Window Curtain

Riverside, CA

 Programmed a miniaturized model window curtain roller that is controlled manually or wirelessly via Bluetooth. Fall 2016

- Worked with ATmega 1284 8-bit AVR Microcontrollers in compiling code to use stepper motors for the curtains.
- Used IR sensors for detection of light, which would determine to roll the curtains up or down.

Line Runner

Riverside, CA

 Created an unintended feature that was later incorporated into the final version of the game. Summer 2015

- Rows of LED would alternate from bottom to top in a set speed and the player must follow set pattern for each level.
- Incorrectly following the pattern would result in restarting from the beginning, after completion the LED Matrix would light up green.

EXTRACURRICULAR ACTIVITIES:

Institute of Electrical and Electronics Engineers (IEEE)

Riverside, CA

Served as Secretary/Webmaster for a prestigious organization of 50+.

2016 - 2017

- Gathered information regarding major projects the organization was working through meetings.
- Presented in weekly meetings the complete/incomplete objectives.
- Independently updated website information to ensure events or competitions were properly communicated among the student body.

Jelly Jumper

Riverside, CA

 Collaborated with friends in creating a game in a hackathon that placed 1st in the Memory Category. Spring 2014

Programmed and adjusted platforms to interact differently with the player.

LANGUAGES:

English	Cantonese	Mandarin	
Native	Beginner	Beginner	

TECHNICAL SKILLS:

Programming Languages: C/C++, HTML, CSS, JavaScript Operating Systems: Windows, Linux, Mac Other Skills: Atmel Studio, GitHub, Microsoft Office, Soldering