

Chu Yi Aaron Herr

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EDUCATION

San Francisco State University

San Francisco, CA

Bachelor of Science, Computer Science

May 2025

- GPA 2.9

Coursework: Data Structures and Algorithms, Computer Architecture, Discrete Mathematics, Android Development, Game Engine Architecture, Operating Systems

WORK EXPERIENCE

University of California, Berkeley

Berkeley, CA

Undergraduate Staff Software Engineer

Oct 2022 – Present

- Problems users were having were having an effective way at monitoring data, doing data analysis.
- My solution in solving this issue was implementing docking windows. By creating a process to run in worker threads, streaming data in real time to the user via the docking windows.
- Goals was using the docking windows, for when users submit jobs can receive feedback through these docking windows.
- My skills in multithreading and parallel processing development allowed me to effectively design and accomplish real results, of working in a multithreaded environment.

SKILLS

Technologies: Git, Linux/Unix, Kernel Development, CUDA, OpenCL, GLSL, GDB (Gnu Debugger), Valgrind/Calgrind, GPU Programming, CUDA, Simulation/Emulation, Qt GUI Development

Soft Skills: Analytical Thinker, Good Verbal and Written Communication, Excellent Analytical Skills

Languages: C/C++ (17, 20), Java, Python, Lua, Scripting (Bash, Csh, Tcsh), ARM32 assembly

CLUBS/PROJECTS

SJSU Robotics

San Jose, CA

Intelligence Systems Member

Jan 2023 – Present

Working in the autonomy with firmware. This includes troubleshooting the GPS, LiDar, and Compass to for giving related information. Helping give data for the rover to do autonomous navigation. Problems that I solved was reading output as to getting a lock to the GPS. Collaborating with team members in debugging and calibrating the firmware for Compass.

Game Engine

San Jose, CA

Personal Project

Oct 2023 – Present

Developed a Game Engine using CMake and C++. Using OpenGL's rendering API's for implementing my game engine. During the development of the engine, I was able to implement a few core features to it. Developed features included a 2D/3D Renderer, UI Editor, Serialization/Deserialization. Allowing the engine to be capable of creating, loading, and saving scenes through the editor. Instead of programmatically doing these following steps.

Libhal Contributor

San Jose, CA

Open-Source Contributor

Present

Worked in developing porting different drivers to libhal. Porting drivers such as lpc40, stm32, and i2c, DAC, ADC, CAN, etc. Where contributing to libhal, I continued in adding more support to other chips. Continued in porting these drivers, so libhal can support different kinds of arm chips.