Chu Yi Herr

Education

Bachelor of Science San Francisco State University San Francisco, CA Fall 2025

Major in Computer Science

Associates of Science <u>Clovis Community College</u> Clovis, CA

Major in Computer Science

Skills

- C | C++ | Java | Python | CUDA | Agile | GDB | Code Reviews | ARM32/64 Architecture | Git
- Software Engineering | Computer Architecture | Graphics Algorithms | Windows | Linux | Unix | Agile | Computer Architecture | Operating System | Compilers Design | OOP | CI/CD | Unit Testing | System Testing
- Robotics | Embedded Systems | Firmware | Communication Protocols (I2C, SPI, UART) | Driver Development

Experience _____

Software Engineer Intern

UC Berkeley

Berkeley, CA, USA

10/2022 - 04/2024

- Developing the LLSM GUI applications for multiple platforms such as Mac and Linux using the latest technology C++ and the Qt.
- Implement scalable plugins back-end using Java and Javax and managed the UI design for those plugins.
- Reduced resources consumption
- Hosted meetings discussing application requirements and software dependencies for workload balancing, software implementation, testing, and configuring metrics systems.
- Continuous Integration/Deployment pipeline integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing.

Projects

- Graphics Display Drivers: Led in designing and developing display drivers for Libhal (02/2024)
- A-Compiler: Designing own compiler called A-Compiler (C++, ARM64). Link to the GitHub (02/2024)
- ENGINE3D: Creator of a 3D Game Engine (C++, OpenGL). Here is the link to the project GitHub (02/2024)

Clubs

• **SJSU Robotics**: Member of the Autonomy Intelligence team. Role involved implementing a data streaming server-side for the Lidar to effectively send data from TP link. Where that data was used for the obstacle avoidance. Developed software drivers for the GPS to send relative coordinates to the autonomy's navigation system to receive the end points based on our current locations.