

Chu Yi Herr

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Education

Bachelor of Science Major in Computer Science	<u>San Francisco State University</u> <u>Clovis Community College</u> Major in Computer Science	<i>San Francisco, CA</i> <i>Clovis, CA</i>	Fall 2025
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Skills

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

Work History

Software Engineer Intern	<u>UC Berkeley</u>	<i>Berkeley, CA, USA</i>	Oct 2022 – May 2024
<ul style="list-style-type: none">• 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	Feb 2024
<ul style="list-style-type: none">• Developed generic display drivers as part of a mentor I am working with for their Libhal framework. Addressing a few bottlenecks as vtables expansion, binary size, memory consumption, and effective API design.	
A++ Compiler	Jan 2024
<ul style="list-style-type: none">• Designing own compiler called A Compiler using C++ and ARM64 assembly. Developing parsing tree algorithms for implementing an AST from scratch. Link to the project, GitHub	
ENGINE3D	Oct 2023
<ul style="list-style-type: none">• Creator of a 3D Game Engine (C++, OpenGL). Creating very creative design in developing a Game Engine. Link to the project GitHub	

Clubs

SJSU Robotics

- Member of the Autonomy Intelligence team, as my involvement has been in implementing a data streaming server-side for the Lidar to effectively send data from TP link for 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.