Chu Yi Herr

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Skills _

- C | C++ | Java | Python | MATLAB | Git | JSON | MSSQL | OpenCL | CUDA | Robotics | NoSQL | Agile | GDB | x86/ARM32 assembly
- Software Engineering | Windows | Linux | CI/CD | Unit Testing | Device Drivers | OOP | Agile | Operating System
- Qt | Distributed Systems | Firmware | Networking (TCP/UDP) | Communication Protocols (I2C, SPI, UART, IoT) | Docker | Collaborative

Experience _

Software Engineer

UC Berkeley

Berkeley, CA, USA 10/2023 - 04/2024

- Led in the designing and developing of UI applications for the end-user, increasing usability by 10 15% using the latest technologies of C++, Qt, and QTCreator. Link to <u>GitHub</u> of the Open-Source project.
- Developing LLSM GUI applications for multiple platforms, Mac and Linux.
- Implement scalable plugins back-end using Java and Javax and managed the UI design for those plugins.
- Initiated in creating multiple innovative solutions for that tackle new problems on multiple projects.
- 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.

Education

Bachelor of Science

San Francisco State University

San Francisco, CA 01/2024 - 05/2026

• Major in Computer Science

Projects

- ENGINE3D: Creator of a 3D Game Engine (C++, OpenGL). Link to GitHub showing the engine's usability. (02/2024)
- Rocket-Game: Using Engine3D to develop a rocket game. Link to the GitHub showing the game developed using Engine3D (012/2023)
- Native File Dialog: As part of Engine 3D, developed the Mac native file dialog using C++ and Cocoa.
- Libhal-Soft: Porting over different drivers such as lpc40, CAN, ADC, DAC for adding support to different arm chips. (12/2023)
- NovaOS: Creator, designer, and developer of an Operating System called NovaOS developed using x86 and C (12/2023)
- Holographic Projection: Lead, designer, and developer of a class group project developing a holographic projector using multiple sensors to give it capabilities to interacting with users (03/2022)
- Log Script: Assisted in collaboratively working with my professor, developing a bash script. Using the script for as a student anti-cheat detector that checks for anomalies when students submit their hands-on programming homework using Linux utility commands. (06/2023)

Clubs

- SJSU Robotics: Collaborated with a team and collaborated multiple sensors firmware for reliable data acquisition. Combining multiple data sources to enhance perception to enabling robust navigation by 20% in challenging environments.
- Chinese Club: President of the Chinese Club for 2 years. Showcasing leadership and planning of club events. Planned workshops in learning more about Chinese culture and the history.