

# Chu Yi Herr

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## Education

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

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

## Work History

<b>Software Engineer Intern</b>	<b><u>UC Berkeley</u></b>	<i>Berkeley, CA, USA</i>	<b>Oct 2022 – May 2024</b>
<ul style="list-style-type: none"><li>• Developing the LLSM GUI applications for multiple platforms such as Mac and Linux using the latest technology C++ and the Qt.</li><li>• Implement scalable plugins back-end using Java and Javax and managed the UI design for those plugins.</li><li>• Reduced resources consumption</li><li>• Hosted meetings discussing application requirements and software dependencies for workload balancing, software implementation, testing, and configuring metrics systems.</li><li>• Continuous Integration/Deployment pipeline integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing.</li></ul>			

## Projects

<b>Graphics Display Drivers</b>	<b>Feb 2024</b>
<ul style="list-style-type: none"><li>• 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.</li></ul>	
<b>A++ Compiler</b>	<b>Jan 2024</b>
<ul style="list-style-type: none"><li>• 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, <a href="#">GitHub</a></li></ul>	
<b>ENGINE3D</b>	<b>Oct 2023</b>
<ul style="list-style-type: none"><li>• Creator of a 3D Game Engine (C++, OpenGL). Creating very creative design in developing a Game Engine. Link to the project <a href="#">GitHub</a></li></ul>	

## 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.