Chu Yi Herr

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Education

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

Major in Computer Science

Associates of Science — **Clovis Community College** — *Clovis, CA*

Major in Computer Science

Skills

- C | C++ | Java | Python | CUDA | OpenGL | Vulkan | DirectX | 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

Software Engineer Intern — **UC Berkeley** — *Berkeley, CA, USA* — **Oct 2022 – May 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 — **Feb 2024**

- 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**

- 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**

- 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.