Chu Yi Herr

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Skills

- C | C++ | Java | Python | x86/ARM assembly | JSON | MSSQL | OpenCL | CUDA | Robotics | Redux | NoSQL | Git | Agile |
- FFmpeg | RTOS | CI/CD | JUnit | Cucumber | Device Drivers | Unit Testing | Lambda | OOP | Audio Processing | Game Development
- Embedded Systems | Distributed Systems | Firmware | Arduinos | Communication Protocols (I2C, SPI, UART)

Experience

Software Engineer **UC Berkeley** *Berkeley, CA, USA* **10/2023 - 04/2024**

- Discussed in designing and developing UI applications for the end-user, increasing usability by 10 – 15% using the latest technologies of C++, Qt, and QTCreator.
- Implement scalable plugins back-end using Java and Javax and managed the UI design for those plugins.
- Developing LLSM GUI applications for multiple platform's such as Mac and Linux.
- Hosted meetings and discussions on identifying application requirements, and software dependencies to workload balancing, software implementation, test, and configuring different 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++, Open). Link to Github showcasing the display of engine's capabilities **(011/2023)**
- **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 for computer architecture using C++, in using multiple sensors to give it certain interactions to users **(03/2022)**

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. In preparation to the SARS rover competition.