# **Chu Yi Aaron Herr**

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**EDUCATION**

**San Francisco State University** **San Francisco, CA**

Bachelor of Science, Computer Science May 2025

* GPA 2.9

Coursework: Data Structures and Algorithms, Computer Architecture, Discrete Mathematics, Android Development, Game Engine Architecture, Operating Systems

**WORK EXPERIENCE**

**University of California, Berkeley Berkeley, CA**

Software Engineer Intern Oct 2022 – Spring 2024

* Users were facing was ineffective ability at monitoring incoming data, doing data analysis.
* Implemented solutions to solve these issues users were facing.
* I developed using Qt’s QProcess to run in worker threads for streaming real-time data to users via docking windows.
* Users were able to submit jobs and receive feedback through these docking window, improving data analysis capabilities.

**SKILLS**

**Technologies:** Git, Linux, Unix, OpenGL, Vulkan, Kernel Development, CUDA, OpenCL, GLSL, GDB (Gnu Debugger), Valgrind/Calgrind, GPU Programming, CUDA, Qt GUI Development, Compilers

**Soft Skills:** Analytical Thinker, Good Verbal and Written Communication, Excellent Analytical Skills

**Languages:** C/C++ (17, 20), Java, Python, Lua, Scripting (Bash, Csh, Tcsh), ARM32 assembly

**CLUBS/PROJECTS**

**SJSU Robotics San Jose, CA**

Intelligence Systems MemberJan 2023 – Present

Working in the autonomy with firmware. This includes troubleshooting the GPS, LiDar, and Compass to for giving related information. Helping give data for the rover to do autonomous navigation. Problems that I solved was reading output as to getting a lock to the GPS. Collaborating with team members in debugging and calibrating the firmware for Compass.

**Game Engine San Jose, CA**

Personal Project  Oct 2023 – Present

Developed a Game Engine using CMake and C++. Using OpenGL’s rendering API’s for implementing my game engine. During the development of the engine, I was able to implement a few core features to it. Developed features included a 2D/3D Renderer, UI Editor, Serialization/Deserialization. Allowing the engine to be capable of creating, loading, and saving scenes through the editor. Instead of programmatically doing these following steps.

**Libhal Contributor San Jose, CA**

Open-Source Contributor Present

Worked in developing porting different drivers to libhal. Porting drivers such as lpc40, stm32, and i2c, DAC, ADC, CAN, etc. Where contributing to libhal, I continued in adding more support to other chips. Continued in porting these drivers, so libhal can support different kinds of arm chips.