Chu Yi Aaron Herr

San Jose, CA 95112 | (559) 908-8784 | [heraaronhotmail@gmail.com](mailto:heraaronhotmail@gmail.com) | <https://www.linkedin.com/in/aaron-her>

**Education**

**B.S., Computer Science** Fall 2025

San Francisco State University, San Francisco CA

**A.S., Computer Science**

Clovis Community College, Clovis, CA, GPA 3.13

**Software Technical Skills –** 5+ C++ development(14, 17, 20), glsl/gslang (shaders), OpenGL, Vulkan, SPRIV-V, GDB (gnu-debugger), Valgrind/Calgrind, 3D development, Data Structures and Algorithms, Linux/Unix environments, Rendering/Graphics pipeline, Graphics Architecture design, CMake, OpenCL (GPU development), Strong fundamentals in Linear Algebra.

**WORK HISTORY**

**University of California Berkeley, Berkeley, CA** September 2022 – Present

* Developed GUI Applications using C++ and the Qt framework.
* Contributed to implementing docking windows for the LLSM application.
* Docking windows were used to enabling users to effectively have a visual hub for data analysis.
* Participated in meetings for implementing new features.
* Worked in a multithreaded environment where managed worker threads have process for streaming data to the docking windows, where users can receive feedback.
* Utilize multiple debugging approaches for error handling in parallel processing.

**PROJECT**

**Graphics Display Drivers** | Fall 2023 – Present

* Led in the design and implementation of the generic display drivers for interfacing with hardware in C++.
* Worked along my mentor in developing generic display drivers for different pixelated LCD screens as a project part of the Libhal framework.
* Applied multiple paradigms for reduce costs such as expanding vtables for saving space when devices have limited spaces available to the user.
* Designed the modules for specifying

**3D Graphics Engine** | [GitHub](https://github.com/SpinnerX/Game_Engine) Fall 2023 – Present

* Developed a 2D/3D game engine in C++ currently for the past 4 months, by myself.
  + Implemented Renderer to do API calls to OpenGL code.
  + GLSL shaders to implement the shader system for the engine.
  + Added Batch rendering to minimize draw calls being made.
  + Added an editor for users to interact more easier with the engine.
  + Created a profiling tool to monitor decrease in performance by timing important functions.
  + Added Serialization/Deserialization for enabling users to load/save scenes using YAML.
  + Entity Component System(ECS) for representing objects as entities allowing to contain multiple components.

**CLUB/ACTIVITIES**

**SJSU Robotics Club** | GitHub Fall 2023 – Present

* Collaborated in the SJSU Robotics club as part of the Intelligence Systems team, using Python for development.
  + Building a rover with a goal to participate in the SARS rover competition.
  + Implemented fixes with the GPS for locking a connection with the satellite.
  + Collaborative with my team in working on autonomous tracking for the rover.
  + Utilize different machine learning methodologies to optimize approaches in taking different multiple inputs.
  + Openly communicating with the development on autonomy with teammates regarding deadlines to be met.