Yuhang Chen (Tony)
[GitHub: https://github.com/TJC1997/CS-Work]
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Education

Oregon State University, Corvallis, OR   **Expected Graduation**: June 2020
Bachelor of Engineer: Computer Science   **CS Core GPA**: 3.86

Work Experience

Oregon State University – College of Engineering   **September 2017 to Present**
Introduction to Computer Science – **Teaching Assistant**

- Conduct a 10-week lab that has **30 students** each term.
- Hold up to 6 hours of office hours that assists students to debug and understand class contents.
- Grade assignments and provide quality feedback.
- Teach a 20 people's recitation, explain CS knowledge and grade quiz.

Oregon State University – Center for Applied System & Software   **June 2018 to Sep 2018**
Contractor Company – **Student Programmer**

- Work with a group of two professional mentors and three student developers.
- Use professional code format to deal with real world project – majorly in web development and software.
- Use multiple tools to build front-end & back-end.

Computer Science Projects

Oregon State University – College of Engineering

- **SmarterBalanced Website – Web development Group project at Internship (MVC, jQuery)**   June to September,2018
  1. Worked as a member of the professional group from the Contractor company.
  2. Used MVC, jQuery, Advanced-CSS to build multiple website pages with different styles and functions.
  3. Actively communicated with co-workers and follow the professional coding format

- **Linked lists, Stack, and Queues – Data Structure Assignment (C)**   Oct 2017
  1. Built a C program to implement functions related lists, stacks, and queues.
  2. There were three puzzles to solve – Implement a queue with two stacks, implemented a stack with two queues and reverse a linked list.

- **Priority queues – Data Structure Assignment(C)**   Nov 2017
  1. Built a C program to implement functions for Priority queues.
  2. Including create priority queue, free PQ, check if PQ is empty, insert PQ, remove PQ, get PQ priority number and get PQ value.

- **Pokémon – Algorithm Assignment (C++)**   May 2017
  1. Created a C++ game which mimics Pokémon Go.
  2. Printed the game board and let the user move around to catch all kinds of Pokémon and evolve them.
  3. Used dynamic 2D array on the heap so that the map could be unlimited large.
  4. Used polymorphism and inheritance to design 9 different Pokémon.

- **FaceIt – Web development final project (JavaScript)**   Nov to Dec 2017
  1. Designed a website with teammates.
  2. Used JavaScript, Node.js, CSS, Html and MongoDB.
  3. Achieved the functions of posting, adding comments, adding likes and storing data into the database.
  4. Responsible for all the JavaScript code and most of server code.

- **Farkle –Algorithm Assignment (C++)**   Feb 2018
  1. Provided a C++ exam code as a TA which allows two or more players to play Farkle.
  2. This Game allowed users roll the dices and pick dices to gain points until one of them hit 10000 points.
  3. Used 2-D dynamic array so that this game could play with unlimited players and unlimited rounds
  4. This Program used pass by reference, pass by value, recursion, and well-organized structure.

You can find all the above projects through this link https://github.com/TJC1997/CS-Work

Skills

C++ (2 years), C (1 year), Python (1 year), C# (1 year), JavaScript (2 years),jQuery(1 year),typescript(3 months), MVC(3 months), React(3 months), Html (2 years), CSS (2 years), Node.js (6 months), MongoDB (6 months), Assembly (6 months), Golang (3 months)