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 Science: Computer Science
Cumulative GPA: **3.76**

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
- Managed and input grades for assignments and provide quality feedbacks

Computer Science Projects

Oregon State University – College of Engineering Corvallis, Oregon

- **Farkle –Algorithm Assignment (C++)** Three days in Feb 2018
  Provided a C++ exam code as a TA which allows two or more players to play Farkle.
  This Game allow users roll the dices and pick dices to gain points until one of them hit 10000 points.
  Used 2-D dynamic array so that this game could play with unlimited players and unlimited rounds
  This Program used pass by reference, pass by value, recursion, and well-organized structure.
- **Pokémon – Algorithm Assignment (C++)** Two weeks in May 2017
  Created a C++ game which mimics Pokémon Go.
  Printed the game board and let the user move around to catch all kinds of Pokémon and evolve them.
  Used dynamic 2D array on the heap so that the map could be unlimited large.
  Used polymorphism and inheritance to design 9 different Pokémon.
- **Binary Search Trees – Data Structure Assignment (C)** One week in Nov 2017
  Built a C program to implement functions for Binary Search Trees.
  Including calculating the size of a BST, the height of a BST, the path sums of a BST, in-order iterator for a BST
- **Linked lists, Stack, and Queues – Data Structure Assignment (C)** One week in Oct 2017
  Built a C program to implement functions related lists, stacks, and queues.
  There are three puzzles to solve – Implement a queue with two stacks,
  implement a stack with two queues, and reverse a linked list.
- **Priority queues – Data Structure Assignment(C)** One week in Nov 2017
  Built a C program to implement functions for Priority queues.
  Including create priority queue, free PQ, check if PQ is empty, insert PQ, remove PQ,
  get PQ priority number and get PQ value.
- **FaceIt – Web development final project (JavaScript)** One month from Nov 2017 to Dec 2017
  Design a website with teammates (Hannah Vaughan, Nick Kiddle, and Timothy Bui).
  Used JavaScript, Node.js, CSS, Html and MongoDB.
  Achieved the functions of posting, adding comments, adding likes and storing data into the database.
  I was in charge of all the JavaScript code and parts of server code.
- **Lodsb, Stosb, Marco, Recursion (Assembly)** Three days in March 2018
  Built an Assembly Language program to do covert string to int and covert int to string.
  Use lodsb and stosb to play around Int and String.
  Use recursive ways to convert between Int and String

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

Skills

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