

Yuhang Chen (Tony)

[GitHub: <https://github.com/TJC1997/CS-Work>]

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Education

Oregon State University, Corvallis, OR
Bachelor of Engineer: Computer Science

Expected Graduation: June 2020
Cumulative GPA: 3.8

Work Experience

Oregon State University – College of Engineering

September 2017 to June 2018

- 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 feedbacks

Oregon State University – Center for Applied System & Software

June 2018 to Present

- Contractor Company – **Student Programmer**
 - Work with two professional mentors and three student developers as a group
 - 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.
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Computer Science Projects

Oregon State University – College of Engineering

Corvallis, Oregon

- **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.
- **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 most of server code.
- **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.
- **SmarterBalanced Website – Web development Group project at Internship (MVC, jQuery)** Whole summer in 2018
Work as a member of the professional group from the Contractor company.
Used MVC, jQuery, Advanced-CSS to build multiple website pages with different styles and functions.
Actively communicate with co-workers and follow the professional coding format

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)