

Abe Hu

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11061 Bubb Rd.,
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Education

UC Riverside

BS Computer Science

(Expected Spring 2018)

Major GPA 3.8

GPA 3.66

Deans Honor List

Fall 2016 2017

Winter 2015 2016 2017

Spring 2016 2017

Chancellor's Honor List

2017

Skills

Languages

C++ JavaScript Java Python

XQuery SQL

Frameworks + Versioning

React Bootstrap

JUnit Selenium/NightWatch

Git SVN

Other

Jira Shell-Scripting LaTeX

Arduino FireBase

Coursework

Machine Learning & Data Mining

Mobile Networks

Database Management

Software Engineering

Work Experience

Supplemental Instruction Leader | UCR Academic Resource Center

September 2017 – Present

- Provided mentorship and instruction to undergraduate computer science students
- Instructor for undergraduate courses.
- Taught: C++, Object-Oriented Programming, Data Structures

Software Engineer Intern | Intuit

June 2017 – September 2016

- Created shareable UI Components for visual refresh.
 - Used by many teams across Intuit.
 - Created starter kit to start company-wide open contribution model.
- Created user ticket authentication handler and timeout modal.
- Set up Nightwatch/Selenium automation framework
- Frameworks/Languages used: JavaScript, React, Selenium

QA Engineering Intern | MarkLogic

June 2016 – August 2016

- Performed regression testing and analysis (XQuery)
- Created test plans and improved internal tools
- Automated repetitive tasks with Cron and shell scripts

Software Engineer Intern | Nebula Bay

January 2016 – April 2016

- Added features and improvements to automation framework
- Automated UI tests for mobile applications (Java, JUnit)

Programming Instructor | iD Tech Camp

June 2015 – August 2015

- Taught C++, Web Design, and Arduino to 100+ High School Students

Projects

PostPin

- A multi-page web app: provides college students a platform to buy and sell items.
- Created with best practices
- Frameworks/Languages used: JavaScript, React, Bootstrap, Firebase, WebPack3

LED Fruit Ninja

- Fruit ninja clone w/ microcontroller, Shift Registers, 8x8 LED Matrix, & Joystick. (C)

Game Development

- Galaga (2015): Galaga Clone Applet (Java + Processing)
- Bomberman (2015): Bomberman Clone (Python + PyGame)

Unix Shell

- Unix Command shell
- System Calls, Process Handling (C++)