

# Abe Hu

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github.com/ahu009

11061 Bubb Rd.,  
Cupertino, CA 95014

## Education

UC Riverside

BS Computer Science,  
*Cum Laude*

Major GPA 3.8

GPA 3.7

9x Deans Honor List

2x Chancellors Honor List

## Skills

Languages

C++ JavaScript Java Python

XQuery SQL

Frameworks + Versioning

React React-Native BootStrap

JUnit Selenium/NightWatch

Git SVN

Other

Jira Shell-Scripting LaTeX

Arduino FireBase

## Coursework

Machine Learning & Data Mining

Mobile Networks

Database Management

Software Engineering

Information Retrieval

Unix Administration

## Work Experience

Supplemental Instruction Leader | UCR Academic Resource Center  
September 2017 – June 2018

- Provided mentorship and instruction to undergraduate computer science students
- Undergraduate Courses: C++, Object-Oriented Programming, Data Structures

Software Engineer Intern | Intuit

June 2017 – September 2017

- Created shareable UI Components for visual refresh. (React)
- Created user ticket authentication handler. (JavaScript, DSL)
- Set up client-side test automation (Selenium, NightWatch)

QA Engineering Intern | MarkLogic

June 2016 – August 2016

- Performed regression testing and analysis (XQuery)
- Created test plans and internal tools

Software Engineer Intern | Nebula Bay

January 2016 – April 2016

- 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

Twitter Search Engine

- Search Engine for Tweets w/ web interface
- Used Twitter Streaming API, JavaScript, Python, Flask, Lucene

DoodlyDoo

- Mobile App to create and organize appointments
- Used JavaScript, React Native, Bootstrap, Firebase

PostPin

- A multi-page web app: provides college students a platform to buy and sell items.
- Used JavaScript, React, Bootstrap, Firebase, WebPack3

Personal Website ([abehu.me](http://abehu.me))

- JavaScript, React, Bootstrap

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)