

Abe Hu

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11061 Bubb Rd.,
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Education

UC Riverside

BS Computer Science

Major GPA 3.83

GPA 3.67

Deans Honor List:

Fall 2016 2017

Winter 2015 2016 2017
2018

Spring 2016 2017

Chancellor's Honor List:
2017

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

Work Experience

Supplemental Instruction Leader | UCR Academic Resource Center
September 2017 – Present

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

Software Engineer Intern | Intuit

June 2017 – September 2017

- 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 client-side test automation
- 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

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

DoodlyDoo

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

PostPin

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

Personal Website (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)