### Albert F. Cheu 2370 E 24 St

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Summary	Compu
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Computer science student who enjoys problem solving and abstract thinking. Dedicated worker seeking to learn and discover.

#### Education

- Incoming PhD. student, Northeastern University
- BS Computer Science, NYU School of Engineering, Class of 2016
- Stuyvesant High School, Class of 2012

### Relevant Courses

- Design and Analysis of Algorithms
- Theory of Computation (Graduate-level course)
- Algorithms 2 (Graduate-level course)
- Algorithmic Problem Solving

#### Achievements & Awards

- Recipient of the Pearl Brownstein Junior and Senior Awards
- Accepted into Dean's List and Honors Program
- Awarded NYU School of Engineering Promise Scholarship
- Semi-Finalist of NYC Science and Engineering Fair
- Perfect Attendance, Four Years (Stuyvesant High School)

#### Computer Skills

- Able to write in Python, C++, C, GameMaker Language
- Experienced with Emacs & Visual Studio 2013
- Proficient in UNIX-like terminal environments
- Familiar with Java

# Notable Projects

- *albertcheu.github.io* (Jekyll blog hosted by Github)
- *snippets* (Github repository for competitive programming code)
- Circum
  - Atmospheric one-button game available on gamejolt
  - Written in GameMaker for Andy Nealen's Game Design course
- pacman
  - Github repository of Java code that plays PacMan
  - Semester-long project for Introduction to Artificial Intelligence

## Work Experience

- Research member at University of Maryland, summer 2015
  - Explored properties of Van der Waerden games
  - Mentored by William Gasarch & Clyde Kruskal
- Teaching assistant for Algorithms courses, spring and fall 2015

# Additional Information

- Hobbyist writer of science-fiction and fantasy
- Avid reader of Douglas Hofstadter