ALLAN YU

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EDUCATION

University of California, Berkeley | GPA: 3.84   Aug 2017 - May 2021
Electrical Engineering and Computer Science, B.S.

SKILLS

Proficient: Java, Python, C, Linux

Familiar: C++, SQL, Git, Jenkins/JaaS, Docker, SPARQL, Perl

EXPERIENCE

Software Engineer | Bloomberg L.P.   Jul 2021 - Present
New York, NY
- Currently working on the Discovery & Usability team for Bloomberg Query Language, a query language for financial data
- Demonstrated proof of concept to integrate the standard Language Server Protocol (LSP) with our typeahead suggestions endpoint in one week
- Developed a new service endpoint to retrieve permission data and added this functionality to the Bloomberg terminal
- Built upon the Java service and Solr ingestion script our team owns to improve metadata search and query typeahead

Undergraduate Student Instructor | UC Berkeley EECS Department   Aug 2019 - May 2021
Berkeley, CA
- Taught weekly discussions, labs, and office hours for CS 162 (Operating Systems) and CS 61C (Machine Structures)
- Courses' content: concurrency (threads and locks), caches, virtual memory, distributed systems, file systems, networking, assembly (RISC-V and x86), pipelining, MapReduce, Spark, Linux

Software Engineer Intern | Nvidia Corporation   May - Sep 2020
Santa Clara, CA
- Designed and developed a security feature for Nvidia's next generation GPU that ensures certain sections of code are no longer extracted into unsafe memory (C, Perl)
- Built upon address mapping structure to safely and optimally reorganize these sections in memory, shortening boot time

Software Engineer Intern | Aruba Networks   May - Aug 2019
Roseville, CA
- Demonstrated proof of concept and presented to architects to replace existing search structure with Elasticsearch, an open-source search service
- Worked with Java and Spring concurrency to create and manage thread pools

PROJECTS

Game Statistics Discord Bot | Python   Jul 2021
- Utilized Riot and Discord APIs to build a bot reporting instant statistics after a Discord user plays a game through Riot

Encrypted File Sharing System | Go   Mar 2020
- Designed and built a robust, fully secure client where users can upload, update, share, and revoke files

Pintos Operating System | C   Feb - May 2019
- Designed and built the Pintos OS, a simple operating system, with a team of four
- Personally worked on building the thread scheduler, cache, file system, and syscalls