

Arik Yueh

(408) 458-0811

<https://github.com/arikyueh>

<https://arikyueh.github.io>

Arikyueh@gmail.com

<https://www.linkedin.com/in/arikyueh>

Education

University of California, Santa Cruz

Bachelor of Science, Electrical Engineering

Santa Cruz, California

2015 - Present

- **GPA:** 3.3
- **Relavant Coursework:** Computer Systems and Assembly Language, Computer Systems and C Programming, Python Programming, Differential Equations, Linear Algebra, Probability and Statistics for Engineers, Electricity and Magnetism, Waves and Optics, Thermodynamics
- **Currently Enrolled:** Electrical Circuits, Properties of Materials

Experience

- **Math Enrichment**

Teacher Aid

San Jose, California

June 2013 - July 2013

- Tutored and mentored students in algebra
- Graded homework and test by correctness and completion
- Supervised and handled student behavior to ensure a workable and tidy environment
- Communicated with parents on their child's progress in class

Projects

- **Battle Boats**

- Recreated licensed board game in C using two Uno 32 kits
- Used C libraries to configure 32 kits as I/O devices to receive, display, and send guesses
- Implemented encrypting concepts in code using a Checksums Algorithm
- Modeled the running of the game as state machines that handle different aspects and states of the game

- **Arduino Gamecube Controller Mod**

- Modified the inputs of a Nintendo Gamecube Controller with an Arduino NANO 3.0
- Inputs were modified to eliminate inconsistencies between different controllers
- Modified existing C/ Arduino code that changed input values for the controller and loaded values to the Arduino
- Deconstructed and reconstructed controller in order to solder wires to connect the inputs of the of controller to the Arduino

Skills

- **Languages:** C++, C, Python, HTML/CSS, MATLAB
- **Tools and Software:** Unix, Git, Arduino, PIC32