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| Education |  |
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| University of California, Santa Cruz | Santa Cruz, California |
| Bachelor of Science, Electrical Engineering | 2015 - Present |

GPA: 3.3

Relavant Coursework: Computer Systems and Assembly Language, Computer Systems and C Programming, Python Programming, Di erential Equations, Linear Algebra, Probability and Statistics for Engineers, Electricity and Magnetism, Waves and Optics, Thermodynamics

Currently Enrolled: Electrical Circuits, Properties of Materials

Experience

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|  | Math Enrichment | San Jose, California |  |
| Teacher Aid | 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 con gure 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 di erent aspects and states of the game

Arduino Gamecube Controller Mod

{ Modi ed the inputs of a Nintendo Gamecube Controller with an Arduino NANO 3.0 { Inputs were modi ed to eliminate inconsistencies between di erent controllers

{ Modi ed 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