

Education

University of Illinois at Urbana-Champaign

May 2018

GPA: 3.07/4.00

- Bachelor of Science in Computer Engineering
- **Related courses:** Digital Systems Laboratory, Applied Parallel Programming, Distributed Systems, Computer Systems Engineering and Operating Systems, Data Structures, Analog Signal Processing

Projects

Linux Kernel Core

Spring 2016

- Developed a Linux based kernel in C and x86 to interface between devices and applications in a team of four
- Implemented features including paging, interrupts, system calls, multiple terminals, and scheduling

Dorm Room IoT

Fall 2015 - Present

- Developing an Internet of Things platform for dorm rooms
- Designed architecture of the system
- Android application that uses Bluetooth and an Arduino controlled servo to wirelessly control lights

Effect of Friction on Ball Rolling Down a Ramp

Spring 2014

- Created a model of how certain variables affect objects rolling down a ramp using Mathematica
- Demonstrated basic classical mechanics and physics concepts
- Published interactive program on the Wolfram Demonstrations Project website

Work Experience

UIUC ECE Electronics Services Shop - *Audio-Visual Support*

Champaign, IL

Fall 2016 - Present

- Respond to any service calls for AV support in the ECE building
- Set up and maintain AV equipment during events in the ECE Building
- Work with lecterns, sound systems, and projectors

National Dong Hwa University - *Research Intern*

Hualien, Taiwan

Summer 2015

- Developed video games with the Unity 5 game engine in C# in a team
- Applied artificial intelligence, realistic physics, and object oriented concepts to game elements
- Presented Tower Defense game at the Taiwan Tech Trek academic conference
- Taught conversational English to 10 graduate students from the Department of Computer Science and Informational Engineering

Activities

iRobotics - *Combotics Team Member*

Fall 2014 – Fall 2016

- Designed and built up to 30 pound robots for Battlebot Competition
- Constructed the competition arenas for Engineering Open House
- Utilized Solidworks and the machine shop to design and model the mechanical structures

Skills

Computer Languages

- Proficient: C, C++. Prior experience with: x86 Assembly, SystemVerilog, Java, HTML/CSS, Javascript, C#, Python

Technologies

- Subversion, Git, Linux, Quartus, Eclipse, Unity 5, Android Studio, Mathematica

Languages

- English (Native), Mandarin Chinese (Fluent), Spanish (Basic)