

## Education

<b>University of Illinois at Urbana-Champaign</b>	December 2017
<ul style="list-style-type: none"> <li><b>Bachelor of Science in Computer Engineering</b></li> <li><b>Related courses:</b> Embedded DSP, Computer Architecture, VLSI System Design, Embedded Systems, Digital Systems Laboratory, Applied Parallel Programming, Distributed Systems, Computer Systems Engineering and Operating Systems, Algorithms, Data Structures</li> </ul>	GPA: 3.08/4.00

## Work Experience

<b>Intel Corporation - SoC Logic Design Intern</b>	Hudson, MA Summer 2017
<ul style="list-style-type: none"> <li>Performed RTL coding and integration for the host fabric interface ASIC in Intel's Omni-Path Architecture solution</li> <li>Simulated waves and traces with the Verdi debug system tool to fix critical bugs</li> <li>Wrote and verified packet parsing RTL through the Jasper Gold formal verification tool</li> <li>Created a Python script to automate the testbench creation of SystemVerilog files</li> </ul>	
<b>UIUC ECE Electronics Services Shop - Audio-Visual Support</b>	Champaign, IL Fall 2016 - Present
<ul style="list-style-type: none"> <li>Set up and maintain AV equipment during events and service calls in the ECE Building</li> <li>Support undergraduate laboratories by testing and fixing lab equipment and electrical components, and assembling student kits</li> <li>Work with lecterns, sound systems, projectors, soldering</li> </ul>	
<b>National Dong Hwa University - Research Intern</b>	Hualien, Taiwan Summer 2015
<ul style="list-style-type: none"> <li>Developed video games with the Unity 5 game engine in C# in a team</li> <li>Applied artificial intelligence, realistic physics, and object oriented concepts to game elements</li> <li>Presented Tower Defense game at the Taiwan Tech Trek academic conference</li> <li>Taught conversational English to 10 graduate students from the Department of Computer Science and Informational Engineering</li> </ul>	

## Projects

<b>FPGA Game</b>	Fall 2016
<ul style="list-style-type: none"> <li>Developed a version of Dance Dance Revolution with a FPGA development board, interfaced with a keyboard and a monitor via VGA</li> <li>Game functionality implemented with hierarchy of hardware modules with inputs/outputs handled with C compiler</li> </ul>	
<b>Linux Kernel Core</b>	Spring 2016
<ul style="list-style-type: none"> <li>Developed a Linux based kernel in C and x86 to interface between devices and applications</li> <li>Features include: paging, interrupts, system calls, multiple terminals, scheduling</li> </ul>	
<b>Dorm Room IoT</b>	Fall 2015 - Present
<ul style="list-style-type: none"> <li>Developing an Internet of Things platform for dorm rooms</li> <li>Android application that uses Bluetooth to control Arduinos around a room</li> <li>Features include: servo to wirelessly control lights, water pump for plants</li> </ul>	

## Skills

**Computer Languages:** Proficient: C, C++, SystemVerilog, Python. Prior experience: Java, x86 Assembly, Javascript, C#  
**Technologies:** Subversion, Git, Linux, Verdi, Quartus, Eclipse, Unity 5, Android Studio, Mathematica  
**Languages:** English (Native), Mandarin Chinese (Fluent), Spanish (Basic)

## Activities

<b>iRobotics - Combatics Team Member</b>	Fall 2014 - 2016
<ul style="list-style-type: none"> <li>Designed and built 30 pound robots for Battlebot Competition for Engineering Open House</li> </ul>	
<b>Taiwanese American Students Club - ICASP Committee Member</b>	Fall 2014 - 2015
<ul style="list-style-type: none"> <li>Planned and led workshops for Asian adopted children and their parents</li> </ul>	