
Education

University of Illinois at Urbana-Champaign	May 2018
<ul style="list-style-type: none">Bachelor of Science in Computer EngineeringRelated courses: Digital Systems Laboratory, Applied Parallel Programming, Distributed Systems, Computer Systems Engineering and Operating Systems, Data Structures, Analog Signal Processing	GPA: 3.07/4.00

Projects

Linux Kernel Core	Spring 2016
<ul style="list-style-type: none">Developed a Linux based kernel in C and x86 to interface between devices and applications in a team of fourImplemented features including paging, interrupts, system calls, multiple terminals, and scheduling	
Dorm Room of Things	Fall 2015 - Present
<ul style="list-style-type: none">Developing an Internet of Things platform for dorm roomsDesigned architecture of the systemAndroid application that uses Bluetooth and an Arduino controlled servo to wirelessly control lights	
Effect of Friction on Ball Rolling Down a Ramp	Spring 2014
<ul style="list-style-type: none">Created a model of how certain variables affect objects rolling down a ramp using MathematicaDemonstrated basic classical mechanics and physics conceptsPublished interactive program on the Wolfram Demonstrations Project website	

Work Experience

National Dong Hwa University - Research Intern	Hualien, Taiwan
<ul style="list-style-type: none">Developed video games with the Unity 5 game engine in C# in a teamApplied artificial intelligence, realistic physics, and object oriented concepts to game elementsPresented Tower Defense game at the Taiwan Tech Trek academic conferenceTaught conversational English to 10 graduate students from the Department of Computer Science and Informational Engineering	Summer 2015

Activities

iRobotics - Combotics Team Member	Fall 2014 - Present
<ul style="list-style-type: none">Designed and built up to 30 pound robots for Battlebot CompetitionConstructed the competition arenas for Engineering Open HouseUtilized Solidworks and the machine shop to design and model the mechanical structures	

Skills

Computer Languages
<ul style="list-style-type: none">Proficient: C, C++, Java. Prior experience with: x86 Assembly, HTML/CSS, Javascript, C#
Technologies
<ul style="list-style-type: none">Subversion, Git, Linux, Eclipse, Unity 5, Android Studio, Mathematica
Languages
<ul style="list-style-type: none">English (Native), Mandarin Chinese (Fluent), Spanish (Basic)