

BRIAN LYU

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EDUCATION

University of California, San Diego– La Jolla, CA

Expected Graduation: March 2018

GPA: 3.49

- Bachelor of Science, Computer Engineering
- Warren College Provost Honors
- Affiliations: Theta Tau (ΘΤ) – Professional Engineering Fraternity – Epsilon Delta Chapter

PROJECTS AND EXPERIENCE

Programmer Analyst at UCSD School of Medicine

June 2016 – Present

- Assisted in developing business software systems, web applications, and analytic reports for internal company operations.
- Built SQL queries with joins, grouping, and aggregations to manipulate and probe datasets from extensive databases.
- Wrote Bash scripts and integrated SQL queries using MySQL database to perform daily data validations.
- Wrote AutoIt scripts to test the functionality of web and software applications, while automating working status reports.

FlagBot Mechanical Robot Design

April 2016 – May 2016

- Constructed a DC-Motor powered wheeled robot, capable of multidirectional movement and location awareness.
- Utilized an Arduino Uno to program the robot's movement, speed, and a flag waving mechanism for club advertisement.
- Paired the robot with an Android controller app, allowing wireless control of the robot via a HC-06 Bluetooth module.

Couple Tones, Mobile Android Application

February 2016 – June 2016

- Developed a location-based Android application providing push notifications when user contacts visited certain locations.
- Employed the Google Maps API, where users could select a specific location on the map and pin it as "favorites".
- Used JIRA for issue delegation, as well as Agile software development methods such as iterations, user stories and tasks.

Programming Projects and Assignments, C++

August 2015 – Present

- Coded a file compression program, implementing a binary trie and Huffman's encoding and decoding algorithm.
- Built a dictionary autocomplete/spell check program using HashTables and MultiwayTries to predict words given a prefix.

Application Development Club

August 2013 – June 2014

- Created a Java GridWorld interfaced game with KeyListener implementations to facilitate 8-way directional movement.
- Assisted in teaching peers Java OOD concepts and Android mobile application development using Android Studios.

Mandarin Language and Cultural Center

August 2012 – June 2014

- Developed leadership and management skills in overseeing weekly lesson plans focusing on culture and linguistics.
- Tasked with designing and leading group activities and discussion sessions; 350 service hours accumulated.

TECHNICAL PROFILE

- **Portfolio :** <http://brianlyu.github.io>
- **Programming Languages:** C++, Java, SQL, HTML&CSS, Bash, AutoIT, Arduino, MIPS
- **Software Tools:** MS Word, PowerPoint, Excel, Access, PuTTY, vim/gVim
- **Developer Tools:** XCode, Android Studio, Eclipse, AquaData Studios

RELEVANT COURSEWORK

Advanced Data Structures

- Case study analysis of approaches best suited to solving programming problems through Object Oriented Design in C++
- Use and implementation of data structures with focus in memory management and best case efficiency.

Introduction to Computer Architecture

- Underlying design principles and comprehensive study of computer architecture, including processor and control design
- Focused on computer system performance, including Instruction Set Architecture, pipelining, and memory hierarchy.

Introduction to Analog Design

- Studied fundamental circuit theory concepts such as Thevenin's and Norton's theorems, and time-varying signals.

Software Engineering

- Software development methods focusing on Agile Software Process, Design Patterns, Refactoring, and OOD practice.

Components and Design Techniques for Digital Systems

- Synthesis and design of combinational and sequential logic circuits using Verilog and VHDL