# Brian Yu

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## Education

**University of Illinois at Chicago**                                                      Jan. 2020 – May 2022

Bachelor of Science – Computer Science
Honors: *magna cum laude*

## Coursework

Software Engineering, Data Structures and Algorithms, Database Systems, Data Science, Mobile App Development in Android

## Skills

Programming Languages - C#, C/C++, Java, Python, JavaScript, Kotlin, MySQL
Software - Unity, Android Studio, Visual Studio, Vuforia
DevOps and Tools - Git, GitHub, Jira, Scrum, Docker

## Experience

**Teaching Assistant – Machine Organization and Computer Design**                    Jan 2021 – May 2022
University of Illinois at Chicago                                                              Chicago, IL
- Teaching fellow undergraduate students to improve performance within the classroom for 15 hours a week
- Creating practice assignments in C++, Assembly, and in designing with Arduinos

**Course Assistant – Introduction to Comp. Sci and Honors Comp. Sci**                    Jan 2018 – 2019
University of Illinois at Urbana-Champaign                                                      Urbana, IL
- Helped maintain and test environment preparations through Java, IntelliJ IDEA, and Git
- Debugged student code 5+ hours a week, during both office hours and practice coding sessions
- Led a group of 6 aspiring individuals in designing a project across all phases of development
- Designed programming questions for students, helping create 100+ programming challenges and their solutions

**Research Assistant**                                                                 Aug 2015 – May 2016
Fermi National Accelerator Laboratory                                                          Batavia, IL
- Designed a web server using HTML, CSS, JavaScript, and PHP for researchers and physicists
- Managed a method for users to attain and build Off-the-Shelf Data Acquisition Systems
- Worked with a team of 8 engineers to develop new technology to test data acquisition systems
- Executed the configuration and maintenance of servers on Windows Operating Systems and Linux-based Environments

## Projects

**HaloRuns v2.0**                                                                     Mar 2021 – Present
Project Manager                                                                       https://haloruns.com/

- Leading the redevelopment for Haloruns.com for site performance and database management improvements
- Developing in C# with ASP.NET Core and NodeJS to improve site capabilities compared to previous site
- Managing site maintenance through verification of submissions and resolve user errors

**Witchfire**                                                                         Aug 2017 – Jan 2018
Project Leader                                                             https://github.com/brianyu2/witchfire

- Directed a group of 6 other students in designing a 2d browser game using Unity and C#
- Programmed the backend components and integrated animations and visuals through C# scripts