

# BRIAN YU

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Computer Science student that is passionate about software engineering and design.  
Also interested in frontend and backend development.

## Skills and Relevant Coursework

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C/C++, C#, Java, Python, F#, SQL, Kotlin, Assembly, HTML5, CSS3, Bootstrap, JavaScript, p5.js, PHP, jQuery, Git, React, JSON, Android Studio, Unity, Vuforia

Data Structures and Algorithms, Software Design, Machine Organization, Programming Language Design and Implementation, Discrete Structures, Software Development for Mobile Platforms, Virtual and Augmented Reality, Systems Programming, Computer Design, Languages and Automata

## Experience

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### Teaching Assistant – CS261: Machine Organization

Jan. 2021 – Present

University of Illinois at Chicago

Chicago, IL

- Skills used: C++, Assembly
- Teaching fellow undergraduate students to improve performance within the classroom and understanding of material for 15 hours a week
- Engaging with other course staff to effectively challenge and better the curriculum and learning environment

### Course Assistant - CS125 and CS 196

Jan. 2018 – 2019

University of Illinois at Urbana-Champaign

Urbana, IL

- Skills used: Java, Git, JSON, Python, HTML5, JavaScript, React
- 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

- Skills used: HTML5, CSS3, JavaScript, PHP
- Designed and managed a web server using HTML, CSS, JavaScript, and PHP, dedicated to helping researchers and physicists a method of attaining and building 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 both Windows Operating Systems and Linux-based Environments

## Projects

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### Witchfire

Aug 2017 – Jan. 2018

Project Leader

- Skills used: C#, Unity, Git
- Directed a group of 6 other students in designing a 2d browser game using Unity
- Programmed the backend components of the game and integrated the animations and visuals through C# scripts
- Pitched the project individually to a class of 100+ individuals

## Education

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University of Illinois at Chicago

Expected Graduation: May 2022

Bachelor of Science – Computer Science

University of Illinois at Urbana Champaign

Aug. 2017 - May 2019