

Brian Yu

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<https://brianyu2.github.io/>

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Education

University of Illinois at Chicago

Jan. 2020 – May 2022

Bachelor of Science – Computer Science

University of Illinois at Urbana Champaign

Aug. 2017 – May 2019

Undeclared – Preengineering

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 – Present

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
- Engaging with other course staff to effectively challenge and better the curriculum and learning environment

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 both 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
- Manage 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