

# Brian Yu

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[brianyu2.github.io](https://brianyu2.github.io)

## 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

## Experience

### Teaching Assistant – Machine Organization (CS261) and Computer Design (CS362)

Jan. 2021 – Present

University of Illinois at Chicago

Chicago, IL

- Teaching fellow undergraduate students to improve performance within the classroom and understanding of material for 15 hours a week in C++, Assembly, and designing and building using Arduinos
- Engaging with other course staff to effectively challenge and better the curriculum and learning environment
- Holding office hours 6 hours a week, proctoring and grading exams and assignments

### Course Assistant – CS125 and CS196

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 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 System
- 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.dev/>

- 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

## Skills

### Programming Languages

C#, C/C++, Java, Python, JavaScript, Kotlin

### Software

Unity, Android Studio, Vuforia

### DevOps and Tools

Git, Scrum, Docker

## Coursework

### Software Engineering

Data Structures and Algorithms

Database Systems

Mobile Applications Development in Android