# Brian Yu

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Jan. 2020 – May 2022

#### Education

# **University of Illinois at Chicago**

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

Batavia, IL

Fermi National Accelerator Laboratory

- 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 <a href="https://haloruns.com/">https://haloruns.com/</a>

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