Brian Yu

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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