

CONTACT INFORMATION	Mobile: +1(940)703-2633 E-mail: <a href="mailto:mhu9@illinois.edu">mhu9@illinois.edu</a> Homepage: <a href="http://calvinmwhu.com">calvinmwhu.com</a>	Github: <a href="https://github.com/calvinmwhu">//calvinmwhu</a> LinkedIn: <a href="https://www.linkedin.com/in/calvinmwhu">//calvinmwhu</a>
EDUCATION	<b>University of Illinois at Urbana-Champaign</b> • Master of Computer Science, Dec. 2016 • Bachelor of Science in Computer Science, May 2015 <ul style="list-style-type: none"> <li>- Graduated with high honors</li> <li>- Edmund J. James Scholars (Fall 2011—Spring 2015)</li> <li>- Dean's List (Fall 2011, Spring 2012, Fall 2012, Fall 2013)</li> </ul>	Urbana, IL GPA: 3.38/4.00 GPA: 3.86/4.00
SELECTED COURSEWORK	Data Structures, Algorithms, System Programming, Distributed Systems, Multimedia Systems Design, Software Engineering, Communication Networks, Database Systems, Web Programming	
EXPERIENCES	<b>Software Engineer Intern</b> <a href="#">Groupon, Inc.</a> • Developed a full-stack web application that automates mail type creation/modification workflow; reduced development time from hours to minutes for Groupon's email infrastructure team • Built a RESTful backend service in <b>Node.js</b> to support basic CRUD features; integrated git workflow to auto-generate pull request for code review • Implemented front-end in <b>Angular2</b> to achieve responsiveness, user input validation, and consumption of backend API endpoints	June 2016—Aug. 2016 Palo Alto, CA
	<b>Software Engineer Intern</b> <a href="#">PhenixP2P LLC</a> • Worked in a team of 7 to build a high-performance real-time video streaming platform • Designed and implemented a multimedia source capturing pipeline with <b>C++</b> and Windows Media Foundation framework • Implemented supporting features for the pipeline such as echo cancellation and audio resampling	May 2015—Aug. 2015 Chicago, IL
	<b>Teaching Assistant</b> <a href="#">University of Illinois at Urbana-Champaign</a> • Fall 2015: Led two lab sessions in an introductory programming class(CS101). Taught Python fundamentals to 80 students • Spring 2016: Developed an automated grading system in Perl, Python, and AngularJS to test and grade four programming assignments in computer networks(CS438) class. Achieved on-time and accurate delivery of 180 students' grade on a daily basis	Aug. 2015—May 2016 Urbana, IL
PROJECTS	<b>Foodend</b> A MEAN stack web application for hosting, inviting and attending free food events <ul style="list-style-type: none"> <li>• Designed and built the entire RESTful backend with <b>Express</b> and <b>MongoDB</b></li> <li>• Implemented front-end application logic on consuming backend API endpoints with <b>AngularJS</b></li> <li>• Assisted other team members in front-end UI design</li> </ul>	Feb. 2016—May 2016
	<b>Chess Game</b> An interactive chess game built with <b>MVC</b> pattern <ul style="list-style-type: none"> <li>• Implemented game logic in <b>Java</b> and achieved extensibility by enabling future developers to implement customized pieces and chessboard shapes</li> <li>• Built an interactive GUI for the game using Java Swing and AWT frameworks</li> </ul>	Feb. 2015—Mar. 2015
	<b>Mini-Skype</b> A desktop application for video chat developed with C++ <ul style="list-style-type: none"> <li>• Built a multi-threaded system that supports simultaneous video frame transmission and reception</li> <li>• Constructed streaming pipelines with Gstreamer APIs and employed RTP, RTCP, and UDP protocols to ensure a real-time user experience</li> </ul>	Apr. 2014—May 2014
TECHNICAL SKILLS	Java, Python, Javascript(Node, Angular), C++, HTML, CSS, MySQL, MongoDB, L <sup>A</sup> T <sub>E</sub> X	