

YUE (RIA) CHU

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OBJECTIVES

To obtain an internship position in a software company that will allow me to utilize and maximize my technical skills and knowledge of software development.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing

Atlanta, Georgia

Bachelor of Science in Computer Science

Graduate Spring, 2017

- Threads: Intelligence & Modeling and Simulation
- Dean's List
- Zell-Miller Scholarship Recipient.

GPA: 3.56

MIDDLE GEORGIA STATE COLLEGE, College of Natural Science

Macon, Georgia

Associate of Science in Physics

Graduated Spring, 2013

- Received a 2-year Associate's Degree during high school.

WORK EXPERIENCE

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Georgia

Undergraduate Teaching Assistant for CS 1332-Data Structures and Algorithms

Current

- Works closely with the professor along with other TAs to plan and assist in teaching the course.
- Teaches recitation, grades homework, and holds office hours to assist student with managing concepts and homework from lecture.

Student Researcher

Summer and Fall 2014

- Participated in the development of an integrated software tool that models a representative volume of particular types and composites of nanocomposites.
- Designed and integrated various aspects of the software tool into a useful GUI using Visual Basic.

MIDDLE GEORGIA STATE COLLEGE

Cochran, Georgia

Student Tutor

Fall 2012

- Assisted students with concepts and assignments in many Math, Science, and Literature courses.

YMCA/YWCA BRUNSWICK.

Brunswick, Georgia

Assistant Webpage Designer

Summer 2011

- Assisted in the design and construction of public website for local YMCA/YWCA.

PROJECTS

- Social Alarm Clock:** Junior design project. A user drive alarm clock app that allows users to requests and answer calls at specific times for reminder and general alarm clock functions.
- Sorting** Implemented a framework based on JavaFX that allows me to create animations of many sorting algorithms. Implemented bubble, merge, quick, heap, and shell sorts.
- Visualization:** Designed and created a JavaFX based implementation of the classic game Pong. Has single player with AI and two player modes. Ability to create player profiles and save game results.

SKILLS AND AWARDS

- Programming:** Java, Java for Android, MatLab, C, C++, Visual Basic, SQL, SQLite. Familiar with Git.
- Software:** Familiar with IntelliJ, Eclipse, and Visual Studio. Proficient with terminal UI. Autodesk Inventor, AutoCAD, Solid Works, Blender 3D.
- Hardware:** Computer building and hardware trouble shooting and repair.
- Languages:** Bilingual in Chinese and English.
- Concepts:** Advanced algorithms, data structures, numerical methods, SCRUM, AGILE.
- Awards:** University of North Georgia Math Tournament 3rd Place Individual, 4th Place Group.