Derek Chui

Santa Clara, CA

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Summary

- Computer Science and Engineering Student at Santa Clara University. Expertise in C/C++, MATLAB, Python, and Astro. Supported classes as a training specialist at Honeywell. Committed to building projects focused on efficiency and optimization.

Skills

Programming: C, C++, Java, Python, Data Structures & Algorithms, MATLAB

Web Dev: HTML, CSS, JavaScript, Netlify, Astro

Software: Final Cut Pro, Microsoft Visual Studio Code, LinkedIn Sales Navigator, Git, GitHub

General: Lead Generation, Building Automation Systems (BAS)

Projects

Network Optimization   Mar 2025 - Present
- Generates random points, makes pairs with max total distance using MATLAB.

Personal Website   Mar 2025 - Present
- Done with Netlify and Astro frameworks.

Benchmark   Jun 2024 - Mar 2025
- Learning the basics of different languages.

Fantasy Premier League   Jan 2025 - Mar 2025
- Game in C++ to simulate team drafting and weekly matchups.

Phonebook   Sep 2023 - Nov 2023
- Multi threaded phonebook application in C for storing and retrieving contacts.

Word Gravity   Jan 2022 - May 2022
- Interactive typing game in JavaScript where players type letters before they reach the bottom.

Education

Santa Clara University   Santa Clara, CA

Bachelor of Science in Computer Science and Engineering   *June 2027*

Experience

Sales Development Representative   Jul 2024 - Present

ProofJump   *Part-time | Hybrid*
- Connected with professionals in the SaaS, B2B, and SDR industries through LinkedIn Sales Navigator. Planned and automated outreach emails to specific audiences. Set up routines for both outbound & inbound communication.

Training Specialist   Jul 2024 - Nov 2024

Honeywell   *Part-time | On-site*
- Made training videos on Honeywell XLS fire alarm devices, helped plan courses, worked on site at various apartment buildings. Supported instructors during training. Training in Honeywell Building Automation Systems.

Video Editor   February 2021 - July 2023

Freelance   *Remote*
- Edited video content for clients. Final Cut Pro for tasks like cutting, color grading, audio editing, and visual effects. Organized file management for raw footage, project files, and final exports. Motion graphics and animations.

Content Creator   December 2015 - February 2021

Self-Employed   *Remote*
- YouTube content on gaming, lifestyle, tech, original video essays, montage segments, and more. Hosted a podcast with discussions and interviews. Blogs with written content and in depth articles, later compiled into a short book.