

DAVID E. QU

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EDUCATION

California Institute of Technology

- Bachelor of Science, Computer Science (3.9 GPA) September 2013 – Current

Current/Future Coursework:

- CS 121: Introduction to **Relational Databases** Current
Language: MySQL
- CS 24: Introduction to Computing Systems Spring 2015
Language: C, Assembly
- CS 38: Introduction to Algorithms Spring 2015

TECHNICAL SKILLS

- **MySQL**, C++, C, Python, MATLAB
- HTML5, CSS, **Javascript**, **jQuery**
- git, ssh, scp
- UNIX/Linux, bash, vim

PERSONAL PROJECTS

SteelClad

June 2014 – Current

Language: C++, API: SDL 2.0

- 2-D aerial viewpoint shooter computer game
- Cooperative work with another Caltech student using git
- Self-made physics engine and graphics
- Made for Windows and Linux

Personal Web Page

June 2014 – Current

Language: HTML5, CSS, Javascript, jQuery

- <http://users.cms.caltech.edu/~dqu/>
- Documents my work on personal projects
- My sandbox for learning **Javascript**, and **jQuery**

Caltech CS 2 Othello AI Competition

March 2014

Language: C++

- Designed a program to play the board game Othello
- Worked with teammate via git and bitbucket
- Placed first with 120-6-0 W-L-T record, winning \$100 prize
- Implemented recursive minimax algorithm with alpha-beta pruning

WORK EXPERIENCE

Caltech Summer Undergraduate Research Fellowship

June 2014 – August 2014

Language: MATLAB

- Collaborated with researchers at NASA's JPL
- Investigated global ocean heat content in the MIT ECCO model
- Observed deep ocean convection patterns in relation to global warming hiatus