# Yu-Hsi (Ellie) Cheng

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## EDUCATION

**University of California, Los Angeles (UCLA)**                              Expected June 2022
*Bachelor of Science in Computer Science and Engineering*
- **Relevant Coursework:** Data Structures, Computer Organization, Algorithms & Complexity
- **Honors:** Upsilon Pi Epsilon, Dean's Honors (Fall 2018)
- **GPA:** 4.0

## TECHNICAL SKILLS

- Programming languages: C/C++, Python, Java, HTML, CSS, Javascript
- Frameworks/Tools: React, Linux, Docker, Git

## EXPERIENCES

**Networked & Embedded Systems Laboratory,** UCLA                    April 2019 – Present
*Undergraduate Research Assistant*
- Working with **OP-TEE** Arm TrustZone technology on a **Raspberry Pi 3**, writing **C** code for a Trusted Application and a Pseudo Trusted Application to interface with peripherals using bare-metal programming

**ACM,** UCLA                                                         October 2018 – Present
*CTF Director*
- Created CTF questions, using **Python**, **Docker**, **Git**, **Linux**, in topics like cryptography and reverse engineering
- Organized events such as Capture the Flag Nights and California CTF 2019 by handling food logistics and communication between departments

## ENGINEERING PROJECTS

**ResearchUCLA,** UCLA                                                January 2019 – Present
*Software Developer*
- Developing a website in **React.js**, **HTML**, **CSS** in a team that provides students with information about research opportunities, news, and faculty centered around AI and machine learning at UCLA
- Implemented the navigation bar, adding **dynamic mobile responsiveness** by detecting screen widths and scaling components appropriately
- Integrating **Firebase** for backend database to sync information about research labs

**CodeSprint,** UCLA                                                            5 May 2019
*Competitor*
- Competed in coding competition hosted by **UCLA ACM**
- Ranked top three in team round, top 10 in individual round

**LA Hacks,** UCLA                                                      22-24 March 2019
*Competitor*
- Implemented the **UI/UX** of a web app that acts a platform for bringing people together to clean up trash around the area using **React.js, HTML, CSS**, called #Trashtag
- Utilized **Firebase** to store images from user uploads and as the database for the post contents

**Hack on the Hill VI,** UCLA                                         17 February 2019
*Competitor*
- Designed a text-based incremental web game, called Project Exist, using **React.js, HTML, CSS** that simulates the life of a college student trying to get through life
- Implemented the overall game-controller manipulating the button components, the status bars, and message board as well as the status bar components themselves

## ADDITIONAL SKILLS

**Languages:** Fluent in Mandarin Chinese