

Chuan Yui Teh

Resumé

APT 1348, 1000th Northside DR NW
Atlanta, GA 30318
☎ +1 (425) 273 3739
✉ evanyui@hotmail.com
📄 evanyui.github.io

Objective

To obtain an interactive computing and visualization related internship that will enable me to further develop my skill and passion in real world problems.

Education

2015–2018 **Georgia Institute of Technology**, Atlanta, Georgia.

Bachelor of Science in Computer Science.

- Year: Junior
- Concentration:
 - *Media*
 - *Artificial Intelligence*

2013–2015 **Edmonds Community College**, Lynnwood, Washington.

- GPA: 3.77
- Awarded Boeing Scholarship in 2014

Skills

Programming	Java, C, C#, Python, HTML & CSS, JavaScript, jQuery, mySQL, TypeScript
Experience	Node.js, Socket.io, Express, PhoneGap, Unity, Android, LaTeX, photoshop, Assembly
Knowledge	Design Patterns, Agile and Scrum, REST, Data structures & Algorithm
Languages	Chinese (<i>native</i>), English (<i>fluent</i>), Korean (<i>basic</i>), Malaysian (<i>basic</i>)

Projects

Sudoku	Sudoku solver and generator with my own algorithm - (2015) Java
Mobile App	Car locator android application published on playStore - (2015) Android Java
Team	Atari's classic M.U.L.E game remake - (2015) JavaFX
Gameboy	1. Starwars space shooter, first exploration into mode3 of GBA - (2015) C
Game	2. Megaman X duplication, exploration on mode4 of GBA - (2015) C
Simulation	Web-based n-body simulation, made without libraries, my own data structure and physics engine - (2015) Javascript
Research	Georgia Tech Scholarly Articles Database library, mainly biomedical subjects - (2015) Full-stack
Mobile Game	A 3D stack game published on playstore made with Unity - (2016) C#
Mobile Game	A space simulation Game published on playstore - (2016) PhoneGap, TypeScript
Unity Game	Multiplayer Tank Game made with Unity - (2016) C#
Research	Argon.js: Web AR library from Georgia Tech - (2016) Android, iOS, TypeScript
WebAR	AR web game as a demo of Argon.js and A-frame - (2016) Javascript
AI	Simulating boids with Flocking Algorithm from Nature of Code - (2016) Javascript