

# Chuanyui Teh

## Resumé

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### Objective

To obtain an interactive computing and visualization related internship that will enable me to further develop my skill and utilizes them for the benefit of the company.

### Education

- 2015–2018 **Georgia Institute of Technology, Atlanta, Georgia,**  
(Enrolling) **Bachelor of Science in Computer Science.**
- Year: Junior
  - Concentration: Media & Artificial Intelligence
- 2013–2015 **Edmonds Community College, Lynnwood, Washington.**  
(Transferred)
- GPA: 3.77
  - Awarded Boeing Scholarship in 2014

### Skills

- Programming **Java, C#, C, Python, HTML & CSS, JavaScript, MySQL**
- Experience Node, Socket.io, TypeScript  
Unity, Android, PhoneGap  
LaTeX, Assembly, Photoshop
- Knowledge Design Patterns, Agile and Scrum, Data structures, Algorithm
- Languages Chinese (*native*), English (*fluent*), Korean (*basic*)

### Projects

- Simulation **N-body Simulation**
- Simulates a dynamical system of particles under the influence of forces.
  - it is computationally expensive to compute N number of particles' interaction.
  - Does not use any external physic engine or library for practice purpose.
  - Written using Javascript - [https://evanyui.github.io/projects/project\\_PS/index.html](https://evanyui.github.io/projects/project_PS/index.html)
- Research **Argon.js**
- Javascript framework to add augmented reality content to web applications - <http://argonjs.io/>
  - The Argon project was created in the Augmented Environments Lab at Georgia Tech.
  - Game demo using Argon.js, A-frame and shake.js - <http://www.evanyui.com/patronusAR/>
- Game
- Physic based space game written with PhoneGap and TypeScript - **Stargazer (On Play Store)**
  - Replica of Stack written with Unity - **Super Stack (On Play Store)**
  - Two player Tank Game written with Unity - <http://www.evanyui.com/Tanks/>
  - Replica of Megaman for Gameboy written in C - <https://github.com/evanyui/megamanX>
- Artificial Intelligence **Flocking Boids Simulation**
- A model imitating animal motion such as bird flocks and fish schools.
  - Referenced from *Nature of Code* by Daniel Shiffman and thesis by Craig Reynolds.
  - Each individual maneuvers based on the positions and velocities of its nearby flockmates.
  - Flocking behavior implements the idea of: Separation, Alignment, and Cohesion.
  - Written using Javascript and p5.js (Processing library) - <https://evanyui.github.io/projects/boids/index.html>