Chuanyui Teh

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Summary

Passionate in code quality and further developing my skills to utilize them for the benefit of the company.

Education

2015–2018 (Enrolling) **Georgia Institute of Technology**, *Atlanta, Georgia*,
Bachelor of Science in Computer Science.

- Year: Junior
- Concentration: Media & Artificial Intelligence
- Awarded Boeing Scholarship on 2014

Experience

2017 Summer **Amazon.com, Supply Chain Optimization Team**, *Seattle, Washington*,
Software Development Engineer Intern.

- Project: Historic Simulation Replay
- Details: Implemented the ability to replay production data from the capture for online simulations. Team project used to run simulations on production requests. My project is a feature on the service that would be used to reply past transactions with specified simulations.
- Goal: This feature would help us backfill data for newly created simulations without having to wait for new requests. Can rerun simulation when production simulation is down due to internal failure.

Skills

Programming **Java** | **Python** | **HTML & CSS** | **JavaScript** | **MySQL**

Experience AWS S3 | AWS SQS | AWS CloudSearch
Node.js | Socket.io | TypeScript
Unity | Android | PhoneGap
LaTex | Assembly | C#

Knowledge Design Patterns, Agile and Scrum, Data structures, Algorithm

Projects

Simulation **N-body Simulation**

- Simulates a dynamical system of particles under the influence of forces.
- Does not use any external physic engine or library for practice purpose.
- Written using Javascript - `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/`
- Developed Demos and documentation on Argon at Georgia Tech's Augmented Environments Lab.
- Game demo using Argon.js, A-frame and shake.js - `http://www.evanyui.com/patronusAR/`

Artificial Intelligence **Flocking Boids Simulation**

- A model imitating animal motion such as bird flocks and fish schools.
- 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`