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Chuanyui Teh

Summary

Passionate in code quality and quick response to adapt new project needs.
Always 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

2013–2015 (Transferred) **Edmonds Community College**, *Lynnwood, Washington.*
- 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.
- 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/`

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`