

# Chuanyui Teh

## Resumé

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📄 [evanyui.github.io](http://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,**  
(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

- It simulates a dynamical system of particles, under the influence of forces.
- To compute N number of particles' interaction is challenging since it is computationally expensive.
- 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

- A javascript framework for adding augmented reality content to web applications - <http://argonjs.io/>
- The Argon project was created in the Augmented Environments Lab at Georgia Tech, with support from the National Science Foundation, Georgia Tech's GVU Center and Institute for People and Technology, and companies including Qualcomm and Alcatel-Lucent.
- One of my 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 for practice purpose written with Unity - [Super Stack \(On Play Store\)](#)

◦ Two player Tank Game written with Unity - <http://www.evanyui.com/Tanks/>

◦ Gameboy Game, replica of Megaman written in C - <https://github.com/evanyui/megamanX>

Artificial Flocking Boids Simulation

Intelligence ◦ A model imitating animal motion and behavior such as bird flocks and fish schools.

◦ Referenced from *Nature of Code* by *Daniel Shiffman* and the thesis by *Craig Reynolds*.

◦ Each individual boid maneuvers based on the positions and velocities of its nearby flockmates.

◦ Their flocking behavior consists of three parts:

- Separation: steer to avoid crowding local flockmates. Avoidance implementation is similar.
- Alignment: steer towards the average heading of local flockmates.
- Cohesion: steer to move toward the average position of local flockmates.

◦ Written using Javascript and p5.js(Processing js library) - <https://evanyui.github.io/projects/boids/index.html>