

Chuan Yui Teh

Resumé

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Objective

To obtain a major-related internship that will enable me to further develop my technical innovative problem solving and analytical skills 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, Python, C#, HTML & CSS, JavaScript, jQuery, TypeScript, Assembly, Unity, Android, PhoneGap, LaTeX**

Others Frameworks & Libraries: **Node.js, Socket.io, Express,**
Database: **mySQL,**
Version-control: **Git,** Arts: **Photoshop**

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

Languages Chinese (*native*), English (*fluent*), Korean (*basic*), Malaysian (*basic*)

Projects

Sudoku A sudoku solver and generator with my own algorithm - (2015) **Java**

Mobile App Car locator android application published on playStore - (2015) **Android Java**

Recreation Atari's classic M.U.L.E game recreation - (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 simulation for different mass and velocity of planetary or particles acting upon centripetal force - (2015) **HTML & CSS, Javascript**

Database Georgia Tech Scholarly Articles Database library, mainly biomedical subjects - (2015) **Java, mySQL, PHP, HMTL & CSS, Javascript, JQuery, JSON,** and etc

Webapp A browser based online game with socket.io - (2015) **HTML & CSS, Javascript, jQuery, JSON, Node.js, Socket.io** (In Progress)

Mobile Game A 3D stack game published on playstore - (2016) **Unity**

Mobile Game A space simulation Game published on playstore - (2016) **PhoneGap**

Unity Game Multiplayer Tank Game made with Unity and WebGL - (2016) **C#**