

Evan Y. Su

1403 Oxford Street Apt 4 • Redwood City, CA 94061 • (310) 889-8841 • evansu@gmail.com • US Citizen

Work Experience

Informatica Corp.

May 2014 – Present

Software Engineer / Data Integration Service

- Implemented version control features such as check-in, check-out, and revert for metadata objects, enabling customers to develop with either Perforce or SVN.

BridgeCrest Medical

October 2013 – April 2014

Software Engineer Intern / iOS Group

- Implemented additional functionality to iOS application, which extracts data from various medical equipment via Bluetooth, and uploads to cloud

Broadcom Corp., San Diego

June 2013 – September 2013

Low Power Design Intern

- Wrote Tcl scripts with various EDA tools to extract power information from Verilog files and place in upf files
- Worked with a team of interns to create a new design flow incorporating UPF

Space Exploration Technologies Corp.

January 2012 – June 2012

RF Intern / Avionics department

- Oversaw environmental testing of various avionics components such as transmitters, LNAs, couplers, and filters
- Wrote programs in LabVIEW and python to automate testing procedures, which greatly increased production speed
- Performed various RF measurements such as spurious, VSWR, gain measurement, and impedance characterization using network analyzers, spectrum analyzers, and various other RF instruments

Education

University of California, San Diego

September 2012 – Expected March 2014

M.S. Electrical & Computer Engineering: *Electronic Circuits & Systems*

Cumulative/ Major GPA: 3.67

University of California, Los Angeles

September 2007 - June 2012

B.S. Electrical Engineering: *Antennas and Microwaves*

Relevant Coursework

Electrical Engineering/ Computer Science

- Object Oriented Programming • Data Structures • Computer Networks • Computer Architecture • VLSI Integrated Circuits
- ASIC Physical Design Flow • System-on-Chip Design • CMOS Analog Integrated Circuits • Microwave and RF

Design Projects

Brunchwork (Ruby on Rails/AJAX)

- Designed a networking site for young professionals to connect, meet, seek advice, and arrange/review talks from accomplished speakers in New York City. <www.brunchwork.com>
- Added Event model, which syncs automatically with Eventbrite using it's API.
- Implemented automated mailing.

Sliding Window Protocol (C/C++)

- Designed frame format to include sequence number and receiver ID in the header
- Implemented acknowledgments so that, when a message arrives, the intended receiver should respond to the sender that it has received the corresponding message
- Implemented Cyclic Remainder Checking (CRC) to detect if a message is corrupted

Boggle Word Game (C++)

- Designed game that allows player to enter words formed by using adjacent letters on the board and each word is checked with a dictionary for a match. Once the player is finished, the computer generates all possible words for a given board.
- Implemented dictionary using a ternary trie, and board using a 1-D array
- Developed a prefix matching algorithm that was used with the dictionary for early backtracking along a wrong path

Huffman Code File Compressor and Decompressor (C++)

- Program reads the contents of a file, constructs a Huffman encoding tree, and outputs a compressed version of that file
- Implemented Huffman code using various data structures such as a priority queue and a binary trie
- Designed efficient method of representing information about the Huffman code within the header of the compressed file

Languages/Skills

Proficient: Java, Python, SQL, C/C++, Version Control, Linux, Unix, MATLAB

Familiar: Ruby on Rails, Javascript, AJAX, HTML, CSS, Objective-C, REST, Bootstrap