Henry Yu

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work experience

Software Engineer Intern | LinkedIn | San Francisco, CA — June 2018 - Present
- Marketing & Advertising Solutions

Software Engineer Intern | Amazon | Seattle, WA — June 2017 - September 2017
- Implemented and designed the full stack advertiser facing portal for vendors and sellers incorporating Spring, React and various AWS tools to provide a more integrated advertiser experience

Software Engineer Intern | KPMG | Seal Beach, CA — June 2016 - August 2016
- Developed and designed a .DAT file viewer incorporating .NET and Windows Presentation Foundation to be utilized as part of the Discovery Radar 5 project, which is used by the forensics advisory department for evidence identification and tracking

Software Engineer Intern | Ontraport | Santa Barbara, CA — January 2016 - March 2016
- Created a user login registration system for Ontrapages using PHP, MySQL and incorporating RESTful procedures, OOP concepts, as well as MVC architecture
- Developed automated tests using Selenium to test Ontrapages

Quality Assurance Intern | Fortinet | Sunnyvale, CA — June 2015 - September 2015
- Developed FortiSwitch test cases from specifications into test plans using Python, Robot Framework, and IxNetwork
- Tested and improved the scalability of devices by increasing the virtual packet size exponentially by implementing VLAN's and SVI's

education

University of California, Santa Barbara | M.S. Computer Science (Applications) — March 2019
- GPA: 4.0/4.0

University of California, Santa Barbara | B.S. Computer Science — March 2018
- GPA: 3.53/4.0
- 2nd Place Prize in summit.cs 2017 (Team Novatooth)
- 3rd Place Prize in New Venture Competition 2017 (Team Wanderlease)
- Alpha Kappa Psi, Women in Software & Hardware

Highlighted Coursework

• Operating Systems	• Distributed Systems	• Functional Programming
• Data Structures & Algorithms	• Parallel Computing	• Computer Networking
• Computer Security	• Computer Architecture	• Automata/Formal Languages
• SAS Base Programming	• Computer Vision (current)	• Machine Learning (current)

projects

Map Reduce Replicate — May 2017 - June 2017
- Designed and implemented the map-reduce programming model to compute word count on a Eucalyptus cluster
- Implemented Paxos for consensus among replicated logs with state recovery on up to ⅓ node failures

CSparse Cholesky Factorization — April 2017 - June 2017
- Implemented and ran performance tests on the Cholesky Factorization Method for systems of linear equations using TIm Davis's CSparse library
- Included performance measurements for the number of edges in regards to: time for ordering and symbolic analysis, numeric factorization, and triangular solve

GPU: All-Pairs Shortest Paths — February 2017 - March 2017
- Implemented parallel and sequential versions of the Floyd-Warshall and the Recursive-Kleene algorithms in C and CUDA
- Benchmarked on NVidia 1070's with 10,000 nodes, achieved 250x speedup between comparing sequential and parallel algorithms

skills

• Java, C, C++, Python • MPI, Cilk, CUDA • .NET, Spring, React • Canva • Agile Development
• Fluent in Mandarin Chinese • sci-kit learn, TensorFlow (current)