

# 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       | • Machine Learning          |

## 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  $\frac{1}{3}$  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 • scikit-learn, PyTorch