

# Jerry Chen

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Webpage: <https://jerr-chen.github.io/>

GitHub: <https://github.com/jerr-chen>

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## EDUCATION

**University of Illinois at Urbana-Champaign**  
*Bachelor of Science, Computer Engineering*

*Anticipated May 2019*  
*Cumulative GPA: 3.25/4.00*

**Related Course Work:** Intro to Computing, Discrete Structures, Data Structures, Probability in Engineering, Computer Systems Engineering, Computer Security I (Fall 2017), Intro to Algorithms (Fall 2017)

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## WORK EXPERIENCE

### Fluid Management

*Software Engineer*

*Wheeling, IL*

*May 2017 - Present*

- Sifting through thousands of lines of code and interviewed the Software Team to absorb tribal knowledge of a near-completed product to produce a list of errors/faults and requirements documents.
- Practiced Agile software development methodology Scrum through daily standup, where the situations are communicated.
- Constructed two programs that parsed, stripped, and merged Intel Hex files used by an integrated microchip.

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## PROJECTS

### Operating System Project

<https://github.com/jerr-chen/Linux-Base-Operating-System>

- Communicated and collaborated as a team of 3 to design and code an operating system with modern designs.
- Implemented a read-only filesystem and various drivers with open, read, and close system call functionality.
- Created functionality for the PIC i8259 to manage asynchronous interrupts such as RTC and keyboard.

### Perfect Maze Generator

<https://github.com/jerr-chen/Mazes>

- Created a random maze generator that has only one possible solution. The exit was placed specifically to maximize the fun.
- Employed a disjoint set data structure to prevent cycle paths. The walls were represented with a boolean 2D array.

### Text Adventure Game

<https://github.com/jerr-chen/TextAdventureGame>

- Developing a text adventure game using C++. Extensively applied polymorphism to allow versatility in story flow.
- Designing a tree structure as a state diagram to represent the 'rooms' of the storyline.

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## LEADERSHIP/ACTIVITIES

### Association of Data Science and Analytics (ADSA)

*Workshop Committee*

*Urbana-Champaign, IL*  
*September 2016 - Present*

- Expanded my understanding of programming languages including Python, SQL, and Java by attending and teaching workshops.
- Prepared PowerPoints and code samples for an Advanced Python Workshop and Introduction to Hadoop Workshop.
- Presented Python and Hadoop to eager students by lecturing and answered questions on topics such as: syntax, programming conventions, and Hadoop framework of tools.

### SIG Mobile

*App Development*

*Urbana-Champaign, IL*  
*September 2016 – May 2017*

- Leading a team of four, outside of the organization, to develop a mobile app called "What's Poppin'"
- Learning Android Studio and Java programming with SIG Mobile presentations and tutorials for app development.
- Applying a primitive version of software development cycle to make the development of the mobile app have a directive progress.

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## SKILLS

**Programming Languages:** C, C++, Python (SciPy, NumPy), x86-GAS, Android Studio, XML

**Technical:** Git Version Control, GDB, Data Structures, OOP, MS Office (Word, Excel, PowerPoint), Visual Studio 20

**Languages:** Native Speaker of English and Fujianese