Jerry Chen

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EDUCATION

University of Illinois at Urbana-Champaign   *Anticipated May 2019*
Bachelor of Science, Computer Engineering   *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)

WORK EXPERIENCE

University Housing Residential Advisor   *Champaign, IL*
Residential Advisor at Bousfield Hall   *August 2017 - Present*
- Promoted academics, physical and mental health, and community within the residence hall through events and resources.
- Served as a positive role model to residents and peer staff members.

Fluid Management   *Wheeling, IL*
Software Engineer   *May 2017 – August 2017*
- Reverse engineered 800 files of source code and interviewed the Software Team to create the foundations of a completed product's architectural diagram and a document of 300+ requirements using Enterprise Architecture.
- Practiced Agile software development methodology Scrum through daily standup, where the situations are communicated.
- Pseudo-tested the product's firmware, server, and client then created write-ups on bug description and recreation.

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*
- Developed a random maze generator that has only one possible solution. The exits are placed 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.

LEADERSHIP/ACTIVITIES

Association of Data Science and Analytics (ADSA)   *Urbana-Champaign, IL*
Workshop Committee   *September 2016 - Present*
- Expanded my understanding of programming languages including Python and SQL by attending and teaching workshops.
- Prepared and Presented PowerPoints and code samples for an Advanced Python and Introduction to Hadoop Workshops.

SIG Mobile   *Urbana-Champaign, IL*
App Development   *September 2016 – May 2017*
- Lead a team of four, outside of the organization, to develop a mobile app called "What's Poppin'"
- Learned Android Studio and Java programming with SIG Mobile presentations and tutorials for app development.
- Applied a primitive version of software development cycle to make the development of the mobile app have a directive.

SKILLS

Programming Languages: C, C++, Python (SciPy, NumPy), x86-GAS, XML   **Languages:** Native Speaker of English and Fujianese
Technical: Linux Ubuntu, Windows7/10, Git, GDB, OOP, MS Office, Android Studio, Visual Studio, Enterprise Architecture