

Jerry Chen

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

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

EDUCATION

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

Anticipated May 2019
Cumulative GPA: 3.25/4.00

Related Course Work: Data Structures, Probability in Engineering, Computer Systems Engineering, Computer Security I, Intro to Algorithms, Wireless Networks

WORK EXPERIENCE

University of Illinois at Urbana Champaign
Resident Advisor at Bousfield Hall

Champaign, IL

August 2017 - Present

- Promoted academics, physical and mental health, and career within the residence hall through events and resources.
- Created a safe and inclusive environment to foster a healthy community for 400+ residents in the residence hall.

Fluid Management
Software Engineer

Wheeling, IL

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.
- Conducted integration testing for the product's firmware, server, and client then created write-ups on bugs 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)
Workshop Committee

Urbana-Champaign, IL
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

App Development

Urbana-Champaign, IL
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