

# Jerry Chen

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Website: <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

### 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.

### 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 and managed safe and inclusive environment to foster a healthy community to 400+ residents in the residence hall.

## 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

### System Security Research

Research Assistant

Urbana-Champaign, IL

September 2017 - Present

- Conducting forensics security research to understand the entry points of various malicious attacks.
- Analyzing application logging capabilities to understand different attack symptoms on a Linux system.

### 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++, C#, Python, x86-GAS, XML, HTML/CSS

**Languages:** English and Fujianese

**Technical:** Linux, Git, GDB, OOP, MS Office, Android Studio, Visual Studio, Enterprise Architecture