Chern Yee, Chua

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Objective

Seeking internship in computer engineering field. Highly interested in software design and development as well as hardware/software interfaces. (check the company position and add relevant skill sets to the job)

Education

UNIVERSITY AT BUFFALO, THE STATE UNIVERSITY OF NEW YORK   **DEC 2015**
Bachelor of Science in Computer Engineering , *3.9/4.0* GPA
Dean's List (FALL 2013 – SPRING 2015)
Member of Tau Beta Pi Engineering Honor Society, Tau Sigma Society, ACM UB Chapter, GDG Buffalo

Relevant Coursework

Digital Systems, Data Structures, Computer Organization, Real-time & Embedded OS, Microprocessors & Microcomputers, Hardware/Software Integrated System, Computer Systems Administration, Operating Systems, Software Engineering

Skills & Abilities

TECHNICAL SKILLS
Programming Skills: C, C++, Java, Python; HDL Verilog; Assembly MIPS, ARM; HTML, CSS, JavaScript and SQL
Software Skills: Git/GitHub, Android Studio, PuTTy, Cygwin Terminal, Keil uVision, Multisim
Operating Systems: Microsoft Windows, Linux, Android, Embedded Linux

LANGUAGE PROFICIENCY
Chinese Mandarin (Native Fluency), English (Professional Proficiency), Malay (Competent Proficiency)

Employment Experience

UNDERGRADUATE RESEARCH ASSISTANT, UNIVERSITY AT BUFFALO   **SUMMER 2015 – PRESENT**
· Developed an eclipse plugin software that is capable of capturing all the changes under JavaModel in eclipse and record data to a file
· Collect data from students and analyze the data in order to teach beginner students how to code efficiently
· Check out the project on GitHub: https://github.com/issacchern/Sapphire

Academic Projects

BADGE TRACKING SYSTEM (GROUP PROJECT)   **SPRING 2015**
· Used Arduino UNO microcontroller board with NFC chip and WIFI shield installed to implement tracking badge
· Localized badge device based on the relative distance from WIFI routers and sending to database manager
· Documented group project design and user guide

BOMBERMAN IN ASSEMBLY LANGUAGE (GROUP PROJECT)   **SPRING 2015**
· Designed game requirements and schedules with partner
· Implemented Nintendo Bomberman game using ARM Assembly Language
· Optimized runtime performance of the game and utilization of peripherals

TOP-DOWN PARSING TREE (GROUP PROJECT)   **SPRING 2015**
· Developed a toy programming language that followed Chomsky notation with EBNF extensions in Java
· Constructed object-oriented parsing tree in JIVE which also handled semantic errors

Individual Project

ANDROID APPLICATION DEVELOPMENT   **SUMMER 2014**
· Customized a well-known Chinese game in both English and Chinese using AppInventor
  Google Play Store: https://play.google.com/store/apps/details?id=appinventor.ai_Issac_Chua12.Undercover_3&hl=en

Volunteering and Experiences

· Tutoring engineering courses for Tau Beta Pi Engineering Honor Society   **SPRING 2015 – PRESENT**
· Worked as student assistant at Pistachio, UB Campus Dining & Shops   **SPRING 2014 – SPRING 2015**