

# Chern Yee, Chua

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## Objective

Highly motivated and interested, seeking a career in software design and development as well as hardware/software interfaces.

## 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 Chapter

## Employment Experience

**UNDERGRADUATE RESEARCH ASSISTANT, UNIVERSITY AT BUFFALO**

**JUNE 2015 – PRESENT**

- Developed an eclipse plugin software that captures the changes under JavaModel in Eclipse and record data to a file
- Collecting inputs from students and analyzing the data to learn the process of beginner's coding
- GitHub link: <https://github.com/issacchern/Sapphire>

**STUDENT ASSISTANT, UB CAMPUS DINING & SHOPS**

**JAN 2014 – MAY 2015**

- Resolved and provided customers with an excellent experience and quality service
- Assisted chefs in preparing food items and dishes and ensured the cleanliness of kitchen and dining area
- Took initiative to help other co-workers when scheduled duties were completed

## Projects

**PROJECT "FAIRWELL" (GROUP PROJECT)**

**FALL 2015**

- Leading a team of eight to create and design a debt-solving application across multiple platforms
- Building Android application for "Fairwell" with two other members using Android Studio
- Website link: <http://budgetninja.github.io/>

**BOMBERMAN IN ARM ASSEMBLY LANGUAGE (GROUP PROJECT)**

**SPRING 2015**

- Designed game requirements and schedules with my partner
- Implemented Nintendo Bomberman game in ARM microprocessor using UART serial communication
- 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

**ANDROID APP "WHO IS UNDERCOVER" (INDIVIDUAL PROJECT)**

**SUMMER 2014**

- Customized a famous Chinese board game in both English and Chinese using AppInventor with over 1000 downloads
- Play Store link: [https://play.google.com/store/apps/details?id=appinventor.ai\\_Issac\\_Chua12.Undercover\\_3&hl=en](https://play.google.com/store/apps/details?id=appinventor.ai_Issac_Chua12.Undercover_3&hl=en)

## 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: Java, C, C++; ARM Assembly Language; HDL Verilog; HTML, CSS, JavaScript and SQL

Software Skills: Git/GitHub, Android Studio, PuTTY, Cygwin Terminal, Keil uVision, Multisim

Operating Systems: Microsoft Windows, Linux, Android

### LANGUAGE PROFICIENCY

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

## Volunteering and Experiences

- Tutoring engineering courses for Tau Beta Pi Engineering Honor Society
- Actively participating in social events and hackathons