

Chern Yee, Chua

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Objective

Highly motivated and interested, seeking a career in software design and development.

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 records the changes under JavaModel in Eclipse and then outputs data to text files and SQLite database
- Collecting and analyzing the data inputs from students to learn the process of how beginners start 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

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