‍‍Chern Yee, Chua

• 1(716)-380-6601 • issac.chua12@gmail.com • <http://www.acsu.buffalo.edu/~chernyee/>

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 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
* Won the most commit prize in Code for Good hackathon organized by JPMorgan Chase