John Chin-Jew

Software Engineer

2725 Haste St #402
Berkeley, CA 94704
+1 (925) 325-9700

johnchinjew@berkeley.edu
linkedin.com/in/johnchinjew
johnchinjew.com

Education

Graduating May 2020
Berkeley, CA

University of California, Berkeley
B.S. Electrical Engineering and Computer Sciences (EECS) (GPA: 3.702)

- Coursework: Computer Programs, Data Structures, Algorithms, Operating Systems, Databases, Compilers, Discrete Math & Probability, Information Devices & Systems
- Committee Member of *Eta Kappa Nu* EECS Honor Society (top 25% of EECS): Developed and led introductory EECS labs for prospective UC Berkeley students.
- CSM volunteer mentor (csmentors.berkeley.edu): Advised, supported, and taught computer science fundamentals to small sections of 5-6 UC Berkeley students.

Transferred Fall 2018
East Bay, CA

Diablo Valley College & Los Medanos College
A.S. Computer Science w/ Honors; A.A. Liberal Arts: Math & Sci. w/ Honors (GPA: 3.886)

- Coursework: C++ Programs, Object-oriented Programs, Machine Structures
- Certificates: Adv. C++ Programing, Program Design, Computer Architecture

Experience

June 2019 – Aug 2019
Emeryville, CA

Location Labs by Avast Software
iOS Software Engineering Intern

- Developed the *Avast Family Space* iOS app (avast.com/en-us/family-space) for 7 network operators worldwide, in particular Verizon Wireless.
- Analyzed and reported the benefits and implications of a Swift UI codebase for iOS 13+ by re-implementing 3 screens of the *Avast Family Space* iOS app using Swift UI.
- Improved Location Labs' iOS build process by introducing a Jenkins shared library for common continuous integration build steps used everyday to build, test, and ship code.

Jan 2019 – May 2019
Berkeley, CA

Department of Electrical Engineering and Computer Sciences, UC Berkeley
'Structure & Interpretation of Computer Programs' Course Tutor

- Supported and taught computer science fundamentals to 2 small sections of 5-6 students.
- Held office hours, gave one-on-one assistance, and developed course content.

Projects

Pintos Operating System
Implemented the user program support, system call interface, priority thread scheduling, and cached file system of the Pintos Operating System.
Course project from: cs162.eecs.berkeley.edu

Relational Database
Implemented the underlying data structures, iterators, join algorithms, cost estimation, query optimization, and concurrency lock manager for an SQL relational database.
Course project from: cs186berkeley.net

ChocoPy Compiler
Designed and implemented an efficient ChocoPy compiler including a JFlex lexer, CUP parser, static type checking, efficient RISC-V code generation, and error reporting.
Course project from: www2.eecs.berkeley.edu/Courses/CS164 • Language specification: chocopy.org

Spring Things
Mobile spring-based physics puzzle game built on Corona SDK with ~1k user downloads.
wavalab.com/springthings

Technical Skills

Languages
Fluent: Java, Python, C, Swift, Elm, HTML5, CSS, JavaScript
Familiar: C++, Go, SQL, Lua, Groovy, Scheme

Technologies
Development: VIPER architecture, Swift UI, Elm web apps, Node.js, Corona SDK
Software: Jenkins, Docker, Heroku, Xcode, IntelliJ, Slack, Figma, Zeplin, Jira