

Jeffrey Chiu

US Citizen | jchiu2@andrew.cmu.edu | 408-334-1802 | GPA: 3.3/4

Education

Carnegie Mellon University

Expected May 2021

B.S. in Information Systems

Minor in Business Admin and
Game Design

Coursework

Database Design and Dev.

Imperative Computation

Fundamentals of Programming

Operations Management

Multivariate Analysis

Statistical Methods

Concepts of Mathematics

Statistical Reasoning

Accounting

Skills

Programming Languages:

Python, SQL, C/C++, C#, R,
HTML, CSS, JavaScript

Technologies:

PostgreSQL, MongoDB, Redis, Unity, Flask

Cloud:

Google Cloud Platform

Spoken Languages:

English(fluent), Chinese(fluent),

French (conversational)
Additional: Cello (CMU All
University Orchestra)

Leadership

Asian Students Association

Vice President (2019)

Phi Delta Theta PA Rho

Philanthropy Chair (2019)

El Camino Youth Symphony

Principal Cellist (2015-2017)

Experience

NTU IoX Center (Formerly Intel ICCCC) Summer Intern 2018

- A research project to create *Meccanoid Robot Assembly Chatbot*
 - Python-based project to guide users through process of building a Meccanoid robot
 - Speech-to-Text (STT) Interpreter capable of translating in 32 different languages, utilizing on Google's Web Speech API
 - Flask microframework to integrate between Chatbot and STT Interpreter, incorporated elements of Natural Language Processing
 - Recipient of Excellent Intern Award of IoX Center Summer 2018
- Python, HTML5, CSS, JavaScript, Flask, Google Speech API, Interactive Dialogue Systems, Natural Language Processing, Data Acquisition & Analysis, Speech Keyword Identification*

Projects

Peace in Pittsburgh | HackCMU Project Fall 2018

- A 4-people team to create heat map filtered through crime severity, time of day to help CMU students to travel safely around Pittsburgh
- Used crime database to produce information onto heat map that was displayed with Google Maps API
- Responsible for developing user interface to display through web interface using HTML, CSS, JavaScript

UEFA | Research Project Fall 2018

- Used data from FIFA games and performed data analysis to create a ranking system of soccer leagues in their abilities
- Created tables, wrote queries in SQL and Python through PostgreSQL to filter different attributes such as magnitude of tournament and game, tournament type, type of win
- Used algorithms and data analysis to generate rankings

Settlers of Catan | 15-112 Term Project Spring 2018

- Used TkInter module in Python to create version of *Settlers of Catan* board game
- Enabled multiplayer through different devices through creating server and client, connecting through sockets
- Used concepts of Human-Computer Interaction and Game Bot Designs to create interactive/visual game