

Jeffrey Chiu

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Education

Carnegie Mellon University

Expected May 2021

B.S. in Information Systems

Minor in Business

Administration and Game
Design

Coursework

Database Design and Dev.

Imperative Computation

Operations Management

Multivariate Analysis

Statistical Methods

Fundamentals of Programming

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), Mandarin

Chinese(fluent),

French(conversational)

Leadership

Asian Students Association

Vice President (2019)

Financial Chair (2018)

Phi Delta Theta PA Rho

Philanthropy Chair (2019)

Experience

NTU IoX Center

Summer 2018

Student Researcher

- Created *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
- Excellent Intern Award of IoX Center, summer 2018

Python, HTML5, CSS, JavaScript, Flask, Google Speech API, Interactive Dialogue Systems, Data Acquisition & Analysis, Speech Keyword Identification

Projects

Peace in Pittsburgh | HackCMU Project

Fall 2018

- Created heat map filtered through crime severity, time of day to help CMU students travel safely around Pittsburgh
- Used public crime database to load information onto heat map
- Displayed through web interface

HTML, CSS, JavaScript, Google Maps API

UEFA | Personal Project

Fall 2018

- Used data from FIFA games to create a ranking system of soccer leagues in their abilities
- Created tables and wrote queries to filter by many different attributes such as magnitude of game, tournament type, type of win

SQL, Python, PostgreSQL, Algorithms, Data Analysis

Settlers of Catan | 15-112 Term Project

Spring 2018

- Used TkInter module to create version of *Settlers of Catan* board game
- Enabled multiplayer through different devices through creating server and client, connecting through sockets

Python, Sockets, Human-Computer Interaction, Game Bot Design