Theodore Chiu

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EDUCATION

Purdue University West Lafayette, IN

B.S. Computer Engineering

2017 - 2021

Linear Circuit Analysis (ECE 201 & 202), Data Structures (ECE 368), Artificial Intelligence (ECE 473), ASIC Design (ECE 337), Advanced C (ECE 264), Digital Systems Design (ECE 270), Ordinary Differential Equations (MA 266), Object Oriented Programming (ECE 39595), Operating Systems (ECE 469), Microprocessor Systems and Interfacing (ECE 362)

EXPERIENCE

<u>Luna Innovations</u>

Blacksburg, VA

Systems Engineer

2022 - Present

- Systems engineer in Lightwave Division supporting bleeding edge research of fiber optics
- Helped design software for fiber optic instruments utilized Rayleigh backscatter OFDR (C++)
- Microsoft Hololens development for interactively displaying data (Unity & C#)
- Design calibration and testing tools for optical shape sensing
- Implemented software redesign to optimize an embedded system by offloading Fourier Transforms to DSP's

Heroes Jobs San Francisco, CA

CS Intern Summer 2019

- Worked in an early stage startup as an intern leveraging software design and automation to optimize rapid growth in order to secure next round of funding
- Created libraries and scripts to automate social media presence that lead to an increase in useracquisition
- Created internet scrapers to mine data from various databases to identify and target potential users
- Analyzed user characteristics and behaviors to identify trends in userbase

<u>Stanford Cognitive Systems and Neuroscience Lab</u> – Stanford University

Palo Alto, CA

Intern

June – November 2016

- Worked in research lab environment as an intern to a post doctorate fellow assisting in research
- Implemented scoring algorithm and optimized UI for screener game designed to help children with dyscalculia.
- Collected and streamlined screener data for later analysis.

SKILLS

Java (Strong), Python (Strong), C (Strong), Matlab (Proficient), JavaScript (Familiar), Git (Strong),
 HTML (Strong), CSS (Familiar), Microsoft Office (Strong), OrCAD/PSpice (Familiar), System Verilog (Strong), Soldering/Hot air rework (familiar), Embedded Systems (Strong), PCB design (familiar)