**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**

[**Heroes Jobs**](https://www.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 user-acquisition
* 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

[**Learningtech**](https://learningtech.org/) **San Carlos, CA**

*Intern 2016 – 2018*

* Created and implemented curriculum to teach students computer science and math skills in a summer camp setting. Helped and supported teachers and optimized learning experience for children.
* Optimized liquid handling robot mechanism to smaller tolerances using a PID system.
* Debugged and repaired numerous 3D printers.

[**Stanford Cognitive Systems and Neuroscience Lab**](http://med.stanford.edu/scsnl.html) **– 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)