

TIANMING CHU

tianming.dev • tianmingchu@gmail.com • (415) 734-8355 • 470 Monticello St., San Francisco, CA, 94127

EDUCATION

University of Illinois at Urbana-Champaign

May 2023

Bachelor of Science in Computer Engineering

GPA: 3.74/4.0

Honors: Illinois Engineering Achievement Scholarship, Dean's List

Relevant Coursework: Computer Security, Communication Networks, Computer Systems Engineering

EXPERIENCE

Capital One

Dallas, TX

Technology Intern Program

June 2022 – August 2022

- Designed and implemented an interface that enables Auto Business Operations to seamlessly track the status of their marketing campaigns, freeing up 3 full-time engineers' worth of work
- Mentored middle school students during a web development program

Ameren Corporation

Champaign, IL

Digital Innovation Intern

January 2020 – August 2021

- Spearheaded the automation of a tedious process, saving 2100 hours of manual labor annually
- Implemented an enrollment process for customers using a CI/CD pipeline
- Communicated with stakeholders while utilizing the Angular framework, JavaScript, and HTML/CSS to reinvent internal project portal

PROJECTS

- Created a collection of 99 playable NFTs, all 1/1s, all free, marketing them to high-profile users
- Developed tool that sends raw transaction data from many wallets to the Ethereum blockchain
- Utilized C++ to create a COVID-19 travel planning tool that uses that latest CDC data
- Used SystemVerilog on an FPGA to create a game that interfaces with keyboard and monitor

INVOLVEMENT

Eta Kappa Nu (HKN)

August 2020 – May 2023

- Organize and run review sessions before exams as well as perform one-on-one tutoring for core Electrical and Computer Engineering classes

Engineering Outreach Society

August 2019 – May 2023

- Foster STEM skills within middle schoolers through engaging lessons and hands-on activities

SKILLS

Software: C++, Solidity, React, Vue.js, Python, Angular, JavaScript, HTML/CSS, x86 Assembly

Other: Googling, Agile Mindset/Scrum Framework, Tennis, Violin, Piano, Basketball