

Tiffany Chieu

Contact

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Technical Skills

Languages:

C/C++, Rust, Go, Python, Java, HTML/CSS/JavaScript, Verilog

Other:

OpenCV, React, nodeJS, Git

Interests

- Computer vision
- Embedded software
- CubeSat development
- Machine learning
- Robotics
- Flute and piano

Awards

Best IoT That Incorporates Multiple Nodes

SD Hacks 2019 | UCSD

Best Use of Taboola Trends API

LA Hacks 2019 | UCLA

ABRSM Certificate for Piano Grade 8

2016

Education

University of California, Los Angeles

Sept 2019 - Jul 2023

Los Angeles, CA

B.S. in Computer Science and Engineering | Degree expected 2023

Major GPA: 4.0, Cumulative GPA: 3.92

Experience

Software Developer

Sept 2021 - Present

Unmanned Aerial Systems, IEEE UAV Competition | UCLA

- Currently developing a feature-based, real-time object tracking algorithm using OpenCV and optical flow

CDH Lead, Software Engineer

May 2021 - Present

Bruin Spacecraft Group, Project Rapid | UCLA

- Manages a group of 5 students as Command and Data Handling (CDH) team lead, including creating and delegating tasks
- Develops flight software for CubeSats in C++

Lead Software Engineer

Oct 2020 - May 2021

Bruin Spacecraft Group, Project Reach | UCLA

- Managed a team of 10 students to develop CubeSat flight software
- Restructured monolithic data packet schema into discrete, encoded packets containing all data collected from a sensor at a given time
- Added decoding logic for the data packets

Backend Developer

Apr 2020 - Sept 2020

DevX, BConnect | UCLA

- Restructured database schema to remove redundancies and increase efficiency of database queries
- Improved error handling and expanded test coverage

K-12 Tutor

Jan 2018 - Present

Los Angeles, CA

- Tutors students in computer science, mathematics, English grammar and writing, and AP coursework

Projects

imgproc-rs

Dec 2020 - Present

A Rust Image Processing Library

- Supports most common image operations (including linear filtering through convolution; median, bilateral, and alpha-trimmed mean filters)
- Provides a flexible, concise image container
- Supports multithreading
- Currently working on adding SIMD support