Cheyu Tu

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EDUCATION

Carnegie Mellon University   May 2026

Bachelor of Science in Information Systems, Minors in Human-Computer Interaction and Animation & Special Effects

GPA: 3.87/4.00

Relevant courses: Application Design & Development, Programming Usable Interfaces, Principles of Imperative Computation, Fundamentals of Programming & Computer Science, Database Design & Development, Interaction Design Fundamentals

SKILLS

C, Python, SQL, Rails, Ruby, JavaScript, C#, Git, HTML, CSS, Unity, Figma, Pandas, React, Adobe Creative Suite

PROJECTS

Application Design & Development: Gotham City Police Department Crime Tracker   January 2024 - present
- Developing a crime tracking system and web application using Ruby & Rails.

Interaction Design Fundamentals: Semi-AV Control & Paradigm Design   January 2024 - present
- Researching semi-automobile vehicles and e-bike users, creating storyboards and prototypes for the design of a semi-autonomous e-bike control and paradigm.

Tech4Society: The Black Archive Database and Website   September 2023 - present
- Building a searchable and easy-to-maintain database for a local art organization's archive as a core member in a 7-person team using Python and Pandas. Connecting the database with a website using JavaScript, HTML, and CSS.

Pittsburgh Global Game Jam: "Spread Your Joy"   January 2024
- As the level designer and developer, created an adventure game using C# and Unity in a 2-person team.
- Incorporated speech recognition and changes in the environment's greyscale into the game mechanics.

Database Design & Development: Final Project   November 2023 – December 2023
- Analyzed Reddit's business model and identified its pain points and user stories.
- Developed a conceptual model, a relational model, and a physical model for Reddit using SQL and Python.
- Gained hands-on experience in the database development life cycle in a 2-person team.

Programming Usable Interfaces: Final Project   October 2023 – December 2023
- Designed, wireframed, and developed a web app that aims to eliminate distractions from electronic devices and help users focus on work using JavaScript, HTML, CSS, and Figma.
- Researched existing focus apps, conducted usability and A/B testing, and incorporated feedback to improve UX.

Game/Music Jam: "The Grandfather Paradox"   November 2023
- Developed an enemy AI with effective target, attack, escape, and block abilities for a fighting game using C# and Unity.
- Collaborated with artists and composers to create an impressive narrative, stylish UI, and immersive game experience.

Principles of Imperative Computation: Term Project   April 2023
- Implemented a virtual machine that can execute C0 (a simplified version of C designed by CMU) code using C.

Fundamentals of Programming and Computer Science: Term Project   November 2022 - December 2022
- Developed a sheet music notation software with effective fundamental functions using Python.
- Improved notation functions and UI based on user feedback on popular notation software.

ACTIVITIES

CMU Chinese Students & Scholars Association, Leader of Promotion & Design Team   January 2023 – present
- Arranged tasks for 13 team members. Coordinated with other teams' and sponsors' needs for promotion.
- Designed promotional materials, including posters, article layouts, and merch for CSSA events.
- Increased WeChat subscribers by 20% to 15,000+ over one semester by regularly posting valuable articles.

CMU All University Orchestra, Communications Chair and Cello Player   August 2022 – present
- Regularly designed and posted creative content on multiple social media platforms. Increased subscribers to 1000+.
- Analyzed follower data using Meta Business Suite, researched similar organizations' promotion strategies, and collaborated with campus marketing groups to adjust social media content and improve the orchestra's presence.