JEFFREY Y. CHEN

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EDUCATION

University of California San Diego
B.S. Computer Science
GPA: 3.486
Major GPA: 3.572
Expected June 2017

Relevant Coursework
- **CSE 167 – Introduction to Computer Graphics**
- **CSE 110 – Software Engineering**
- **CSE 100 – Advanced Data Structures**

SKILLS

Coding Languages

Proficient in
- C/C++
- Java

Familiarity with
- Python
- HTML5/CSS3
- SPARC Assembly
- Bash
- Swift

Tools/Libs
- Android/Android Studio
- OpenGL
- SVN
- Git/Github
- Qt/Qt Creator
- Django
- UNIX

Speaking Languages
- English
- Mandarin Chinese

Other Interests
- Singing
- Badminton
- Exploring New Foods & Places

EXPERIENCE

Maxentric
Software Engineering Intern (C++)   *Feb 2015 – Sep 2015*
- Implemented AES encryption between two radios. Involved a thorough understanding of the P25 radio standard and AES block encryption protocol, and lots of debugging.
- Quickly learned and adapted to a large code base written by previous interns and current employees.

Predictive Science
Software Engineering Intern (C++, Qt, Bash, Python)   *June 2014 – Feb 2015*
- Assisted in developing SolarView, a desktop application written in C++/Qt, that helped physicists visualize 2D or 3D solar data.
- Wrote Python scripts to perform tasks such as automatically generating reports in LaTeX and collecting Twitter tweets.

PROJECTS
(For more details, links, and downloads, please check out my webpage!)

EZLapse
Java Android
- Provides an innovative new and easy way to make time lapses by helping users align the current preview with the previous photo.
- Designed the system and backend logic to promote proper object oriented design.

(APK available on webpage)

HitMeUp
Python Django   *sudowoodo-hitmeup.herokuapp.com*
- A calendar comparison service, tells users when friends are free.
- Worked with a group of ten, adhering to agile development.
- Primarily developed backend logic, such as repeating events.

Inventory Application
C++ Qt
- Coded a full program to automate bookkeeping of vegetables.
- Cut down time workers took to do inventory by 90%.

(.app and .exe available on webpage)

Toon Cutter
C++ OpenGL
- Final project for CSE 167, Introduction to Computer Graphics.
- Implements toon shading, object collision, and scene graphs.

(check webpage for demonstration)

Web Portfolio
HTML CSS JS   *ultimatedbz.github.io*
- Personal endeavor to learn web development.
- Aims to give viewers a good idea of who I am through clear, simple, yet beautiful presentation.