

Yu-Ching Chen

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Education

University of Toronto St. George Campus

class of 2016

- Hons. B.Sc.
 - Computer Science Major (computer systems focus)
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Technical Skills

- C/C++
 - Java
 - Network/OSI Layers Protocols
 - Bash
 - Unix/Linux
 - SQL
 - Python
 - Assembly
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Professional Experience

IBM Systems (Platform LSF)

Staff Software Developer

Jan 2018-Present

- Working on large codebase, implementing features and finding solutions to problems in C, using system c libraries.
- Formulated and implemented an algorithm to normalize a weighted tree for absolute priority scheduling of users (patent pending).
- Designed and efficiently solved many problems by proposing multiple solutions with its advantages and shortcomings for the architect to determine the best case for customer use.
- All solutions implemented conforms to backward compatibility, especially considerate with partial updates on different versions of client and server sided binaries.
- All code written builds and runs in Windows, Linux, ARM64, ppc64le, Solaris, HP-UX, AIX64, CrayX, MacOS environments. Conforming to C89/ANSI standards.
- AppScan codebase for security vulnerabilities and providing fixes for them.

Software Developer

Jan 2017-Jan 2018

- Working in distributed systems, creating tools to help QA and reading large codebase to get better acquainted with 25 years of features.
- Explored C and C++ linker options to Implement stress programs and test frameworks interacting with LSF's C Apis in C++.
- Extensive use of GDB to debug various platforms from x86-64, ppc64le, ARM64.
- Wrote many scripts in bash and python to automate many everyday tasks.
- Participated in scrum cycles, keeping up with product features & progress.
- Great communication to catch and solve any problems swiftly.

Junior web developer

June 2011-Sept 2011

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