

Oliver Chu

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EDUCATION

University of California, Berkeley - GPA 3.52 - Junior (3 semesters left)
Pursuing B.S. in Electrical Engineering & Computer Science - Expected Dec 2016

SKILLS

Proficient in: Java, Python, Ruby, JavaScript
Familiar with: C, PHP, MIPS, Processing.js
Layout & Design: HTML, HTML5, CSS, LaTeX, Java Swing

WORK EXPERIENCE

Software Engineering, Driver Intern at DataStax – Summer 2015

- Automated continuous integration with Jenkins API and Github API
- Generated Bash scripts using custom DSL
- Wrote web app using AngularJS and Sinatra for user triggered updates

Software Engineering Intern at LearnStreet - Winter 2013

- Created web-based interactive Python tutorials
- Worked with REPL.it API for online Python environment
- Wrote tests and bug analysis tools for client code

IT Consultant at Trucksome - Winter 2012

- Acted as consultant for server side languages, frameworks, and essential security

Python Software Intern at Mozio - Sep 2012 to Nov 2012

- Built web scrapers to gather public transport information
- Used Google Maps API to help organize and display data

PERSONAL PROJECTS

Mint Programming Language (Java) - github.com/Carrotlord/Mint-Programming-Language

- Created dynamically-typed JVM programming language; syntax similar to Ruby
- Implemented control flow, arrays, maps, first class functions, objects
- Wrote libraries for file IO, web scraping, IRC interaction

New Forte's Cross Platform 2D Game (Team project, Python) - in development

- Deployed to Android using Android Python bindings
- Rendered layout of 2D character animations, gallery, music player
- Coordinated with dev, music, and illustration team to meet release dates

Successor ASM (JavaScript) - github.com/Carrotlord/Successor-ASM

- Wrote a web-based runtime simulator of Successor assembly language
- Provided GUI visualization of stack and registers

Chess Commentator (JavaScript) - github.com/Carrotlord/ChessCommentator

- Designed chess AI that provides game advice depending on current game state

Charge Game (Processing) - github.com/Carrotlord/Charge-Game

- Constructed a physics engine offering collision detection, gravity, Coulomb's law

RESEARCH ASSISTANCE

Academic Paper Regarding Ease-of-use in Programming Languages

Worked with Meisam Taheri, a Ph.D. candidate at Gifu University, on an academic paper focused on language design and usability. Elaborated on design choices for Mint Programming Language.