

Anson Yu

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OBJECTIVE

I am a 2nd year graduate student at the University of Hawaii at Manoa studying Computer Science. My main interest is in the field of Network Security and Visualization. I strive to contribute to visualizing info-security data. Interested in permanent employment upon graduation in May 2018.

EDUCATION

MS Computer Science University of Hawai'i Mānoa, Honolulu, HI	May 2018 (expected)
BS Information and Computer Sciences w/ Minor in Mathematics University of Hawai'i Mānoa, Honolulu, HI	May 2016

CLEARANCE

None

COURSEWORK

Information Assurance: Network Programming, Computer Security, Computer and Data Security.

Computer Science: Advanced Algorithms, Evolutionary Computation System Analysis and Design, C/C++ Programming, Java, Operating Systems, Data Structures, Basic Programming, Augmented & Virtual Reality, High Performance Computing, and Medical Informatics.

Mathematics: Accelerated Calculus I-III, Differential Equations, Linear Algebra, and Numerical Analysis.

EXPERIENCE

Research Assistant for the Lavatory for Advanced Visualizations and Applications, *University of Hawaii at Manoa Information and Computer Sciences Department, Honolulu, HI (May 2017 – August):*

Under the tutelage of UH Manoa professor Jason Leigh, involved in various visualization projects and their development. (See Projects).

Tools Used: D3, SAGE2, JavaScript(Paper.js Lib), Typescript, Angular4 Framework, React Framework, Vue Framework, and Node.js.

Teaching Assistant, *University of Hawaii at Manoa Information and Computer Sciences Department, Honolulu, HI (August 2016 – May 2017):*

Responsible for providing supporting assigned professors in teaching undergraduate Computer Science courses. Task range from grading assignments, creating assignments, and holding recitation classes. Courses Assisted in Teaching: Discrete Mathematics, Security and Trust, & Software Engineering.

Tools Used: LaTeX, Atom, Raspberry Pi, OpenPGP, JavaScript

Computer Lab Assistant , *University of Hawaii at Manoa School of Architecture, Honolulu, HI (September 2014 – June 2016):* Provided IT support for students and faculty members of the UH Manoa School of Architecture and also handle and manage printing needs as well. During this time was exposed to networking and configuration of network systems. Learned how to use model printers such as 3D, foam, and laser cutters operated. Was responsible for ensuring computer systems and configuration were updated and sufficiently strong enough to handle high intensive rendering software's such as Rhinoceros, AutoCad, and ArcGIS.

Tools Used: AutoCad, Makerbot Replicator, Rhino 5.0

PROJECTS

HAVEN Visualizations (Fall 2017): As part of a project in LAVA in collaboration with the Hawaii State Energy Office, developed a visualization to summarize energy data from a real-time database. Leveraging big data, achieved normalizing the input from certain information in order to literally draw a picture.

Tools Used: JavaScript, Paper.js, Typescript, Angular4, HTML, and Firebase

Private Key Server (Spring 2017): Developed a private key server that used OpenPGP for educational purposes. To complement it, developed a visualization to aid students in understanding the concept of a Web of Trust. Used to teach students in a Security and Trust course in Public Key Infrastructure.

Tools Used: Raspberry Pi, Python, JavaScript (D3), OpenPGP, SKS-keyserver.

Escape The Room Virtual Reality Game (Fall 2016): As part of a AR/VR course, developed with a group of 3 other people a virtual reality escape the room game for the HTC Vive. Using the Unity Game Engine and developing certain parts, created a successful game for the course.

Tools Used: VR Toolkit, Unity, C#, and HTC Vive

Scheduling Research (Fall 2016): Implemented different scheduling algorithms to study CPU scheduling and developed Gantt Charts to express the scheduling.

Tools Used: C, Python, SimGrid 3.14.

Stock Ticker Database (Spring 2014): Implemented a database and Stock ticker retriever that retrieved history of a stock symbol from the beginning of the market.

Tools Used: PHP, MySQL

Data Structures (Fall 2013): Designed and created various Graph ADTs. Created Heaps, Red-Black trees, and Hash functions. Studied algorithm time complexity analysis.

Tools Used: Java

LANGUAGES, PLATFORMS AND SPECIALIZED HARDWARE

Languages: Java, C/C++/C#, JavaScript, HTML, and Python 2.7

Platforms: Windows 7, Windows 10, MacIntosh OS-X, Windows XP (32 and 64bit), Windows 2003 (32 and 64bit), Linux: Fedora, Kali, Ubuntu, Raspbian, Mint, and Firebase

HONORS, AWARDS, AND ORGANIZATIONAL ACTIVITIES

- University of Hawaii at Manoa Chancellor Scholarship (Fall 2012-May 2016)
- University of Hawaii at Manoa American Computer Machinery Chapter Founder/Treasurer (Fall 2014-Spring 2015)
- UH Manoa Dean's List: Spring 2013, Spring 2014