

Mengyuan Yu

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EDUCATION

University of California, Los Angeles

Sept 2012---Expected June 2016

Bachelor of Computer Science and Engineering

Major GPA 3.63

TECHINICAL SKILLS

- Programming Languages: Proficient in C, C++, Matlab
Familiar with CSS, HTML, PHP, SQL and JavaScript
- Hardware Description Language: Verilog experience with logic design

ENGINEERING PROJECTS

C/C++ Projects

Building a Simple Shell

- Build the read and execute function that can read different commands from shell scripts, and stored the parsed the commands to internal representation with error-checking feature, which behaves like the standard Linux command sh.

Building the Files System Driver for Linux

- Work on the OSPFS module, which keeps files in a hierarchical directory structure. Implement the basic functions including reading file/directories, creating files/symlinks/hard links, writing files, changing file size, and freeing the block.

Building the Battleship Game

- Using different data structures and object-oriented design to implement the game
- The designed code won 7th place at the class tournament

Web Projects

- Help build the start-up company web

Database Projects

- Build the simple movie database using SQL and PHP

FGPA/Verilog Projects

Plant vs. Zombie Game on FPGA board

- Using Xilinx ISE and VGA controller to implement the game on the computer screen, and player can control the zombie by using the buttons on the FPGA board. The game contains different kinds of invaders, and every pixel on the screen is calculated and implemented using the Verilog.

RESEARCH EXPERIENCE

Network Research Lab

- Help improvement on the social contact graph based routing strategy for delay Tolerant Networks.

INTERNSHIP EXPERIENCE

TrunkBow International Holdings Ltd, 06/2014—09/2014

- Help implementing the network configuration, and providing security measures, testing, and maintenance as needed.