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## SKILLS

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- Languages: Python, JavaScript, Java, C, Swift, MySQL
- Web: HTML/CSS, NodeJS, ReactJS, Vue.js
- Database: Firebase Firestore, Firebase Realtime Database, MongoDB, SQLite

## EDUCATION

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**Northeastern University**

San Jose, California

*Master of Computer Science*

September 2021 – December 2023 (expected)

**GPA:** 4.0/4.0

**Coursework:** Discrete Structures; Intensive Foundation of Computer Science (Python); Data Structures, Algorithms, and Their Applications Within Computer Systems (C); Object-Oriented Design (Java); Mobile Application Development (Java, Android Studio)

## EXPERIENCE

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**Forsource Baby Stroller**

Xiamen, China

*Technical Product Manager*

October 2014 – July 2015

- Managed a team of 12 software/hardware engineers, supervised and participated the development of a smart baby stroller prototype that could actively monitor air pollutants based on Arduino
- Developed a website for this prototype with **HTML/CSS** for front-end and **Python** and **MySQL** for back-end development framework, and **Semantic UI**, and **Vue.js** as front-end framework

## PROJECTS

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**Dictionary Web App**

*ReactJS, NodeJS, Firebase*

- Designed and developed a web app using **ReactJS** with material UI, that allows user to input a word and send to backend
- Built a backend server using **NodeJS** with express.js to call Merrier Webster **API** to fetch words details in **JSON** format
- Used **Firebase** as database to save the words that user already searched, and server will retrieve from firebase instead of calling API again in the next call (cache)
- Created a different collection to save favorite words and supported add, edit, get and delete(**CRUD**) favorite words on UI and send to backend

**Mobile Application *PetTin***

*(ongoing)Java/Android Studio*

- Involving in the full life cycle (analysis design, development, debugging, testing, and deployment) of the pet social media application with features of matching playdate, chatting, content posting, pet-friendly restaurant marking-up using web crawling and integrating with Google Maps **API** and **Firebase**
- Implementing Java-based Android SDK for extensive Image & data processing via Activities, Intent/Services, BroadcastReceivers, Content Providers, Location-based services, Camera, Notifications, multithreading and more.

**Support Ukraine with Girls in Tech Hackathon – *FindU***

*(ongoing)Java/Android Studio*

- Designing a social media app that connects Ukrainians to friends and family by searching and posting features. FindU also provides ways to help families stuck in the crisis find and share resources like food, water, shelter, and medical supplies.
- Utilizing **Firebase** database and integrating Google Maps **API**

**Retro Games (multiple projects)**

- Built a *Snake Game* in **Java** which a player maneuvers a line which grows in length, with the line itself being a primary obstacle in object-oriented ways using **Swing GUI** toolkit
- Built a two-player connection board game *ConnectFour* in **Python/Pygame** with object-oriented programming, created board matrix and stored board state using numpy library
- Built a space shooter/invasion game *Space Invader* in **Python/Pygame**, with keyboard controlling user movement and shooting, and generating automated random space invaders movement