

YINGJIA GU

SOFTWARE ENGINEER

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EDUCATION

Bachelor of Science in Computer Science

University of California San Diego 2018-2022
GPA: 3.72 | Major GPA: 3.95

PROJECTS

Harvesthru

- Worked as a front end developer for the startup project where users can buy, sell and trade homegrown crops.

Pacman Game

- Used JavaFX to write a Gui PacMan Game where the Pacman moves according to users' input direction and the ghosts move towards the Pacman to reduce the Manhattan Distance
- Implemented the loading and the saving of the game

Image Editor

- Implemented basic functionalities of an image editor which can blur or sharpen certain pixels
- Used the data structure stack so that the edit history can be recorded and the "undo" and "redo" function can be called.

ACTIVITIES

CSE ACADEMIC TUTOR

TUTOR FOR CSE8A | SEP 2019 - PRESENT

- Hold lab hours to help students debug their code and improve their understanding of the course-related concepts
- Answer students' questions on Piazza and grade their assignments as well as exams
- Assist professors to build a closer connection with students

Research: Automatic Learning of Phonological Rules

UNDERGRADUATE RESEARCHER | SEP 2019 - PRESENT

- Work in a program with Nadia Polikarpova aiming at automatically learning rules for speech sounds in natural languages
- Enhance the front-end for displaying the rules inferred based on phonological data

Hackthon: The Hack

PARTICIPANT | JUL 2019 - JUL 2019

- Designed the front end of an integrated study platform specifying AI tutor and efficient note-taking
- Ranked the fourth out of more than 65 teams and won the bonus of ¥1000

CITIC Securities Company Limited

SUMMER INTERN | JUL 2019 - JUL 2019

- Did basic data analysis and used Tableau for data visualization
- Learned the knowledge about finance

SKILLS

Programming Languages:

Java	● ● ● ● ●
Python	● ● ● ● ●
HTML	● ● ● ● ●
CSS	● ● ● ● ●
JavaScript	● ● ● ● ●
C	● ● ● ● ●

Tools:

Git	● ● ● ● ●
Vim	● ● ● ● ●
BASH	● ● ● ● ●
Unix	● ● ● ● ●
GDB, Valgrind	● ● ● ● ●