Yunmu Shu

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EDUCATION

Northeastern University Boston, MA
Master of Science in Computer Science (GPA: 4.0/4.0) *Sep. 2022 – May. 2025*

Northeastern University Boston, MA
Master of Science in Financial Mathematics *Sep. 2021 – Aug. 2022*

Guangdong University of Foreign Studies Guangzhou, Guangdong
Bachelor of Science in Economics *Sep. 2017 – Jun. 2021*

EXPERIENCE

Software Developer Intern Feb. 2024 – Jun. 2024
Dassault Systèmes *Waltham, MA*
- Assisting the development of quality document control solutions, delivering tailored document management systems to clients compliant with diverse regulatory standards
- Leveraged Java **Servlet** to architect RESTful APIs, while employing NuoDB by MQL for robust data operations, ensuring seamless communication and system efficiency
- Utilizing **React.js** and internal WebUI components for rendering document data, ensuring a user-friendly interface
- Developed programs using WinSCP in Linux environment to convert and import file category configurations for Controlled Document Management

Software Developer Intern May. 2023 – Aug. 2023
Tatfook Technology Co., Ltd
- Collaborated with backend developers to design and implement schemas and develop **RESTful APIs** using **Koa2** and **TypeORM** for efficient management of plant observation data
- Boosted user feedback by **60%** through the implementation of a reporting dashboard with an integrated Modal using **Next.js** and **Axios**
- Conducted API testing using **Postman** to validate functionality and performance of RESTful endpoints
- Implemented CI/CD pipelines utilizing **GitLab** for code uploads and **Jenkins** for seamless deployment

PROJECTS

Husky Town
- Collaborated with team members to develop a pixel-based game in **Dlang** featuring real-time chat functionality and player render for multiple user based on **DUB**
- Designed both client and server-side TCP communication modules using **Socket** programming techniques
- Integrated multi-threading for efficient game rendering and chat to further enhance performance and interactivity
- Implemented packet serialization to increase packet capacity by **40%**, resulting in smoother character rendering and enhanced performance

Campus Stray Animal Monitor
- Designed different Website by **HTML/CSS/JavaScript** for students to upload feeding amount and current situation of stray animals in campus, as well as for admin to manage the record of stray animals
- Developed with **Spring** and Springdata **JPA** to speed up the deployment of system by **34%**
- Assessed information uploaded by students in **Spring Context** and transmitted data between back-end and front-end in **Thymeleaf**

Todo List Application
- Engineered a comprehensive application enabling users to manage their to-do lists via a dynamic website interface
- Employed **SpringBoot3** and **Hibernate** to proficiently map data into objects, streamlining CRUD operations for enhanced usability
- Leveraged **React.js** to implement **useContext**, facilitating seamless context management and communication between components on the front-end interface

TECHNICAL SKILLS

Programming Languages:	**Java, JavaScript, TypeScript, SQL, C/C++, Python**
Frameworks:	**Springboot, React, Next.js, Express.js, Node.js, Axios**
Databases:	**MySQL, Hibernate, JPA, PostgreSQL, Redis, MongoDB**
Tools:	**AWS, Docker, Linux, Postman, Nginx, Git, JUnit, Maven**