

Yunmu Shu

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EDUCATION

Northeastern University <i>Master of Science in Computer Science (GPA: 4.0/4.0)</i>	Boston, MA <i>Sep. 2022 – May. 2025</i>
Northeastern University <i>Master of Science in Financial Mathematics</i>	Boston, MA <i>Sep. 2021 – Aug. 2022</i>
Guangdong University of Foreign Studies <i>Bachelor of Science in Economics</i>	Guangzhou, Guangdong <i>Sep. 2017 – Jun. 2021</i>

EXPERIENCE

Software Developer Intern <i>Dassault Systèmes</i>	Feb. 2024 – May. 2024 <i>Waltham, MA</i>
<ul style="list-style-type: none">Assisting the development of quality document control solutions, delivering tailored document management systems to clients compliant with diverse regulatory standardsLeveraged Java Servlet to architect RESTful APIs, while employing NuoDB by MQL for robust data operations, ensuring seamless communication and system efficiencyUtilizing React.js and internal WebUI components for rendering document data, ensuring a user-friendly interface	
Software Developer Intern <i>Tatfook Technology Co., Ltd</i>	May. 2023 – Aug. 2023
<ul style="list-style-type: none">Collaborated with backend developers to design and implement schemas and develop RESTful APIs using Koa2 and TypeORM for efficient management of plant observation dataBoosted user feedback by 60% through the implementation of a reporting dashboard with an integrated Modal using Next.js and AxiosConducted API testing using Postman to validate functionality and performance of RESTful endpointsImplemented CI/CD pipelines utilizing GitLab for code uploads and Jenkins for seamless deployment	

PROJECTS

Full Stack Book Management System
<ul style="list-style-type: none">Created system for students to borrow and return books via website and for admin to manage record of borrow and collections of bookUtilized Ant Design to render and design components for front-end page by React.jsDeveloped back-end with SpringBoot2 and MyBatis to realize CRUD operations in managementValidated user credentials and generated JWT tokens upon successful authentication
Back-end Campus Stray Animal Monitor
<ul style="list-style-type: none">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 animalsDeveloped with Spring5 and MyBatis in SpringMVC framework 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
Husky Town
<ul style="list-style-type: none">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 DUBDesigned both client and server-side TCP communication modules using Socket programming techniquesIntegrated multi-threading for efficient game rendering and chat to further enhance performance and interactivityImplemented packet serialization to increase packet capacity by 40%, resulting in smoother character rendering and enhanced performance

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, Postman, Nginx, Git, JUnit, Maven, Docker