

# Zeliang Yin

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## EDUCATION

### University of Southern California

*M.S. in Computer Science, GPA: 3.95/4.0*

Los Angeles, California

*Jan. 2023 – Dec. 2024 (Expected)*

### Beijing Jiaotong University

*B.S. in Computer Science and Technology, GPA: 3.74/4.0*

Beijing, China

*Aug. 2017 – Jun. 2021*

## EXPERIENCE

### A Round Entertainment

Jersey City, New Jersey

*Software Engineer Intern*

*Jul. 2024 – Present*

- Developed a mobile dating app Joopi using **Firestore**, **Node.js** and **React Native**.
- Led a team to employ **Firestore** Authentication for user management and build a **NoSQL** database using **Firestore**.
- Implemented personalized match using **Collaborative Filtering** with **Node.js**, increasing match accuracy by 20%.
- Developed the front end with **React Native** and **Expo**, building some onboarding pages to optimize user experience.
- Leveraged **Git** and **CI/CD pipelines** to optimize development workflows, leading to a 15% boost in productivity.

### Baixin Information Technology

Taiyuan, China

*Software Engineer Intern*

*May 2023 – Aug. 2023*

- Developed a Manufacturing Execution System (MES) using **Node.js**, boosting workflow and management efficiency.
- Developed the backend with **Node.js** and **Express.js**, building RESTful APIs for employees on the production line.
- Developed employee authentication and authorization with **JWT**, securing critical production data.
- Deployed and managed the backend with **PM2** for process management, and enhanced system performance with **Nginx** by configuring a reverse proxy and HTTP caching, resulting in a 25% reduction in server load.

### Youli Information Technology

Changsha, China

*Software Engineer*

*Jun. 2021 – Dec. 2022*

- Developed YouliOKR web app using **React** and **Spring Boot**, improving company objective management efficiency.
- Developed multiple OKR data analyzation web pages with **React** and **Material UI**, enhancing the user experience.
- Developed the mobile version of YouliOKR using **WeChat SDK**, building a **WeChat Mini Program** that enhanced accessibility and convenience for mobile users, driving a 15% increase in user engagement.
- Engineered the backend with **Spring Boot**, optimizing RESTful API performance and scalability, incorporating asynchronous processing and caching to reduce response times by 20%.
- Implemented a Single Sign-On (SSO) service using **OAuth 2.0**, improving authentication and security protocols.
- Implemented SQL mapping with **MyBatis** and database connection pooling with **Druid**, optimizing and monitoring SQL performance for efficient data handling and responsiveness, reducing query response times by 30%.

## PROJECTS

### Web Application & Mobile App Development | *Node.js, AngularJS, Android SDK*

*Event Finder Web Application & Android App*

*Jan. 2024 – May 2024*

- Developed the event search web application using **AngularJS**, employing HttpClientModule for **AJAX** calls to Google Maps, Spotify, Facebook, and Twitter APIs.
- Ensured a responsive UI with **Bootstrap UI**, adapting the design to various screen sizes.
- Engineered a robust backend with **Node.js** and **Express.js**, creating RESTful APIs and integrating **Axios** for API calls to TicketMaster, Spotify, and GoogleGeo.
- Developed the Android app using **Java**, **Android SDK**, and third-party libraries like Picasso and Volley.
- Deployed the backend as a service on **Google Cloud Platform** App Engine for scalable and reliable performance.

### Indie Game Development | *C#, Unity*

*3D puzzle platformer with 2D perspective shifting*

*Aug. 2023 – Dec. 2023*

- Designed and developed a 3D puzzle platformer in **Unity** with an innovative 2D perspective toggling mechanic.
- Designed and implemented core and support mechanics using **C#** scripts, and took a lead role in level design.
- Led a team of 5 to complete and deploy the WebGL game online, collaborating efficiently via **GitHub**.

### Mobile App Development | *Flask, Android SDK*

*Online Video Android App with Real-time Bullet Comment System*

*Jan. 2023 – May 2023*

- Developed the online video Android app with bullet comment system using **Java**, **Android SDK**.
- Implemented the backend with **Python** and **Flask**, creating RESTful APIs for seamless app functionality.
- Established a cloud-based **MySQL** database to store video and user information, ensuring efficient content access.
- Utilized **Python** to retrieve every day's Top 50 videos automatically and update the information in the database.

## SKILLS

**Languages:** Java, HTML/CSS, JavaScript, SQL, Python, C#, C/C++, Shell

**Frameworks:** Spring Boot, MyBatis, Node.js, Express.js, Flask, AngularJS, Bootstrap, React, React Native

**Databases:** MySQL, Firestore, MongoDB, DynamoDB

**Others:** Git, AWS, Google Cloud Platform, Nginx, PM2, JWT, Druid, Hadoop, Spark, Android Studio, VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Unity, Docker