

## SOFTWARE ENGINEER 4919 Yew St, PA 15224

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## **EDUCATION**

University of Pittsburgh Pittsburgh, PA, USA

M.S. ININFORMATION SCIENCE, GPA 3.72 Aug. 2019 - Exp. May. 2021

**Zhongnan University of Economics and Law (Double Degree)** 

Sep. 2017 - Jun. 2019

B.S. IN INFORMATION AND COMPUTING SCIENCE, GPA 3.52  $\,$ 

ep. 2017 - Jun. 2019 Wuhan, China

Wuhan, China

B.S. IN INFORMATION SYSTEM MANAGEMENT, GPA 3.57

**Hubei University of Economics** 

Sep. 2015 - Jun. 2019

## **SKILLS**

Rank by Proficiency:

Languages: JAVA, Python, C#, JavaScript, HTML, CSS, Scala, LaTeX

Environment and Framework: Node.js, Flask, Django, Vue.js, TensorFlow, Hadoop, Spark, .NET

Systems and Tools: Linux, Windows, MySQL, MongoDB, PostgreSQL, Git, Docker, AWS

# **PROJECTS**

**King Glory Game Information Management System** 

Pittsburgh

INDEPENDENT PROJECT

May. 2020 - Jul. 2020

- Designed and built a full-stack information management project with separated front and back ends using Vue.js, including Web, Server, and Admin System
- Enhanced security of the system by implementing HTTPS, using JSON Web Token for users and administrators' login verification
- Built 30+ RESTful APIs on the Server side by Node.js and Express; storing different categories of image and text data in Mongo DB
- Optimized extensibility and versatility of the code by Implementing a general CRUD interface; Reduced the amount of code by 1/4 with Dynamic
   Parameters
- · Improved user experience by achieving custom image uploading and rich text online editing using Multer and Quill middleware

Mario Game, First Level Pittsburgh

COREMEMBER Mar. 2020-May. 2020

- Designed and completed a Junior-Level 2D interactive program using MonoGame, C# and .NET framework
- Understood and experienced the whole process of Agile software development, improved code readability and extensibility by implementing
   Factory Design Patterns and State Design Patterns
- · Developed Collision Handling for all types of collision, causing state transition or position changes when necessary
- Compressed game assets size by using **Sprite** instead of normal images to achieve all kinds of animation effects

#### **Assessment Model of Community Opening on Road Traffic**

Wuhan

Oct. 2018 - Dec. 2018

· Built Multi-channel queuing theory model of vehicle traffic according to three typical community in different time periods

- Computed communities opening score by simulating road curves, traffic lights, residential housing density using traffic flow simulation software
   PTV Vissim
- Established road network traffic evaluation index system including specified gradations
- · Rewarded with National Second Prize in China Undergraduate Mathematical Contest in Modeling

## **EXPERIENCE**

**GROUP LEADER** 

## Information Technology Department, Squirrel AI Adaptation Education

Xiangyang, China

INFORMATION TECHNOLOGY INTERN

Jun. 2019 - Aug. 2019

- Achieved the layout and color of Grade page using HTML and CSS according to the UI design requirement; enhance development efficiency by using SASS to generate Cascading Style Sheet
- Cooperated with backend software engineer seamlessly to achieve pages interaction and rendering with **Vue-router**; increased storage of users' session data using **localStorage** instead of cookie
- Updated and created related course resources and schedule in main page according to requirements of teachers and students; enhanced user
  experience by monitoring and reporting some problems to mentor in time

### Big Data Analysis Laboratory, Hubei University of Economics

Wuhan, China

Sep. 2017 - May. 2018

RESEARCH ASSISTANT

- Research on Female Entrepreneurial Mode at the Internet Era--Based on the Web Celebrity
- Designed questionnaire for web celebrities and distributed it online and offline
- · Developed a crawler to acquire raw data such as followers' number and daily comments from different marketing platforms
- · Conducted data analysis to draw survey conclusions about major influencing factors for Successful Female Online Celebrities
- Published research on the Journal of Hubei University of Economics (Humanities and Social Science)