

Chuhan Xu

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Objective

➤ Seeking for Full-time Software Engineer Position

Work Experience

➤ **Information Technology Department, Squirrel AI Adaptation Education**

Jun. 2019 - Aug. 2019

Information Technology Intern

- Translated business needs into reusable functional code or libraries for future use according to the UI design requirements
- Cooperated with backend software engineer seamlessly to achieve pages interaction and ER model for database
- Updated and created related course resources on the main page according to requirements of users and internal employees

➤ **Big Data Analysis Laboratory, Hubei University of Economics**

Sep. 2017 - May. 2018

Research Assistant

- Researched on Female Entrepreneurial Mode at the Internet Era--Based on the Web Celebrity
- Designed questionnaire for detailed information of 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
- Published research on the Journal of Hubei University of Economics (Humanities and Social Science)

Project Experience

➤ **King Glory Game Information Management System**

May. 2020 - Jul. 2020

Independent Project: A website system to help players acquire game information and admins update game information

- Designed and built a full-stack project with separated front and back ends using **Vue.js**, including Web, Server and Admin System; Established 10+ subpages on the Server side by **EJS** and **Node.js**
- Enhanced security of the system by implementing **HTTPS**, using **JSON Web Token** for users and administrators' login verification; Extended storage of users' session data using **localStorage** instead of cookie
- Optimized extensibility and versatility of the code by Implementing a general CRUD interface; Improved 22% coding efficiency using Dynamic Parameters to create interface of different categories

➤ **Mario Game, First Level**

Mar. 2020 - May. 2020

Core Member: A Junior-Level 2D interactive Mario Game application using MonoGame, C# and .NET framework

- Increased 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
- Improved 10% performance by Compressing game assets size using **Sprite** instead of normal images to achieve animation effects

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

Oct. 2018 - Dec. 2018

Group Leader: A research on Opening Community traffic evaluation index system using a series of mathematical model

- Improved 17% predicting accuracy by building **Multi-channel Queuing** theory model of vehicle traffic according to three typical community in different time periods
- Computed communities opening score by simulating traffic lights, residential housing density and community population density using traffic flow simulation software **PTV Vissim**

Skills

- **Languages:** JAVA, Python, C/C++, C#, JavaScript, HTML, CSS, Scala, LaTeX
- **Environment and Framework:** Node.js, Flask, Django, Vue.js, Hadoop, Spark, .NET
- **Systems and Tools:** Linux, Windows, MySQL, MongoDB, PostgreSQL, Git, Docker

Educations

University of Pittsburgh

Aug. 2019 - Present

M.S. Information Science

Zhongnan University of Economics and Law (Double Degree)

Sep. 2017 - Jun. 2019

B.S. Information Computing Science

Hubei University of Economics

Sep. 2015 - Jun. 2019

B.S. Information System Management

Awards

- Rewarded with **National Second Prize** in China Undergraduate Mathematical Contest in Modeling