CUIYUSHAN NI

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EDUCATION

University of Toronto	Sep. 2019 - Apr. 2024

Bachelor of Computer Engineering
Minor in Artificial Intelligence

WORKING EXPERIENCE

Optimus SBR	Nov. 2024 – Present

AML Analyst
- Monitor and analyze financial transactions for suspicious activity, ensuring compliance with AML regulations and industry standards.
- Conduct thorough investigations on flagged transactions, gathering relevant data and providing reports for further action.
- Collaborate with internal stakeholders, including compliance, legal, and risk management teams, to address identified risks and provide solutions.
- Support the development of AML training materials and provide guidance on best practices for risk management.

Yanc Data Consulting	Jan. 2024 – Apr. 2024

Software Development Engineer (React & Spring Boot & Java & PostgreSql)
- Led the development of a cutting-edge URL shortener website, leveraging technologies such as React, PostgreSQL, Spring Boot
- Utilized agile methodologies and best practices, participating actively in team meetings, code reviews, and sprint planning sessions to drive project success and continuous improvement.
- Acquired valuable insights into agile development methodologies and best practices through active participation in team meetings, code reviews, and sprint planning sessions.

Accenture Consulting (China)	May. 2023 - Aug. 2023

Data Analyst (MongoDB)
- Design and develop database solutions (mongodb) that supported business intelligence and data-driven decision making.
- Utilized python to optimize data infrastructure, ensuring efficient and reliable data retrieval and analysis.
- Developed a user-friendly interface using React.js, creating effective visualization of data insights
- Applied problem-solving skills to resolve complex database issues, minimizing downtime and maximizing system availability.

REPRESENTATIVE PROJECTS & EXPERIENCE

Student Wellness Management System (HTML & Spring Boot & MySQL)	Sep. 2023 - Apr. 2024

- Led the development of the Student Wellness Management System, a cutting-edge full-stack project that provided a comprehensive health management platform for University of Toronto students.
- Utilized HTML, CSS, and JavaScript to design and implement the front-end interface, ensuring usability and responsiveness across various devices and screen sizes.
- Employed Spring Boot framework for the backend development, facilitating efficient data processing and seamless integration with the frontend.
- Designed and implemented the MySQL database schema to store user information, health data, and other relevant content securely.
- Implemented key features including user registration, login authentication, and personalized health suggestions utilizing a self-trained machine learning model.
- Integrated web scraping techniques to gather health-related news and resources from external websites, enriching the platform's content and utility.
- Achieved project objectives by delivering a robust, user-friendly health management website that met requirements for usability, responsiveness, and accuracy.

Software Mapping Service (C++ & Git)	Jan. 2023 – Apr. 2023

- Bring out basic map functions, loaded data from external API, allow target users to access information (subway & weather) quickly on GUI with advanced aesthetic features
- With the foundation of fast responsive time (pan, zoom), also have loading animation during relative slow loading condition to maximize responsiveness
- Intelligent searching engine with auto-completion & suggested results, the UI is also designed to adapt to the context of use to achieve high usability
- Implemented algorithm to find path for courier deliveries in "Traveling Salesman Problem"

Magic Jewelry - Controllable Video Game (C & Arm)	Jan. 2021 – Apr. 2021

- Implemented an C style Assembly background hardware game that runs on Arm De1Soc board
- User input is received by PS/2 mouse port and VGA will react accordingly with smooth switch
- Other I/O like character buffer is used to keep scores and will automatically be updated with animation on VGA
- Achievements: received full marks for complicated use of I/O and randomly generated pillar & animation

QUALIFICATION & SKILLS

- **Programming Language:** C, C++, Java, JavaScript (React, Node.js), Python (PyTorch, scikit-learn), C# (.NET)
- **Web Development:** HTML, CSS, Bootstrap, Next.js, Java Spring, Spring Boot
- **Data Skills:** MATLAB, SQL (MySQL, PostgreSQL), Power BI, Microsoft Fabric, Excel
- **Software and Platforms:** Microsoft Office, UNIX, Tableau
- **Soft Skills:** Communication, time management, project management, collaboration, attention to detail