

Jingwu Xu

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Education:

University of California San Diego (UCSD), La Jolla, CA

Sep 2018 – Jun 2020

M.S. Degree in Computer Science

GPA: 3.9/4.0

Colorado State University (CSU), Fort Collins, CO

Aug 2016 – May 2018

B.Sc. Degree in Computer Science

GPA: 4.0/4.0

Central China Normal University (CCNU)

Aug 2014 – Jul 2016

B.Sc. Degree in Computer Science

GPA: 86.81/100

- Twelfth ACM Invitational Programming Contest Central China Affiliated Universities, The Third Prize
- The First CCF Internet Application Design Competition, The Third Prize

Relevant Skills:

- Python, Java, C++, Javascript, HTML5
- Agile, REST, Multi-threading, TCP, MapReduce, OO Design, Distributed System, Software Testing
- Bash, Git, Maven, Node, React, VueJS, Spark, Django, MongoDB, Servlet

Relevant Experience & Activities:

Software Developer Intern, *Skyoo LLC*.

May 2018 – Sep 2018

- Brainstormed ideas, designed relational database models, developed product features, and improved UI/UX.
- Experience with Vue.js JavaScript web framework, especially reactive components and state management. Responsible for designing new class scheduling process, which includes binding Events with Components, State Transitions inside and between Components, and extracting reusable functionalities into Mixins.
- Experience with Django REST framework backend, in particular when extending existing coupon system, designed different Serializers and APIViews for coupon model, adding dedicated Permissions to those Views and Objects, routing Requests and Responses, together with Exception Handling for concurrency issues.
- Wrote automated unit-test code to validate the design of Models by inserting dummy data, the behavior of APIViews by simulating GET and POST requests, and the correctness of rendered Templates.

Risk Game Web Based Application

Mar 2018 – May 2018

- Conceptualized Risk game objects and architecture, analyzed UML activity diagram, constructed models following MVC design pattern, and used Façade principle interfaces.
- Implemented Tomcat Javax Servlet communication channel between JavaScript frontend and Java backend. The web Risk game sent event-based requests to the server through JSON-format data. Experienced Java in-process REST service mocking using Mockito.
- Developed Exception Handlers in server side to prevent unreliable REST requests, and coded some of the game-flow logics (trading cards and battling units).
- Conducted code reviews and refactoring. In particular, extracting commonalities across army/card objects into parent class, introducing polymorphism among subclasses to achieve logic abstraction.

Teaching Assistant, For Algorithms Theory and Practice, CSU

Aug 2017 – May 2018

- Assisted the instructor with developing slides and classes. Evaluated programming assignments with automated scripts, grading written homework, worksheets and exams.
- Holding discussion session for reviewing materials and answering questions, such as high level descriptions of algorithms, different algorithmic implementation approaches, and runtime complexity analysis.
- Holding office hours for assisting with programming tasks, such as spotting bugs and suggesting modifications, organizing algorithm implementation logics, and discussing alternate effective approaches.