Yuxin Gao

Computer Science & Mathematics

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Education

Carleton University

B.S, Computer Science & Mathematics

10.05 /12 GPA

4th year Undergraduate

Expected Graduation on January 2019

Work Experiences

May 2018 – Now, Software Developer
Matrix Made Inc. Ottawa, Ontario

- Fully involved in building the front-end of the app for the company using React Native
- Built musical.ly-style view and pagination of a bunch of videos from list, as well as the basic features of the video including play/pause, mute, share, and comment.
- Designed and implemented a quiz module with time limit when answering questions.
- Merged all the modules to different screens in one app, using swipe gesture to navigate each of them.
- Writing RestAPI requirement
- Built database for the app using MongoDB.

Project

Mini File System:

- Using C and makefile concept
- Build on Linux operating system
- It is a File system on top of a virtual disk that having basic feature of file system like create, delete, open ,close ,read and write files

Recipe web app:

- It is built with Express, generates an HTML view from a .pug template, responds to HTTP requests for data stored in a mongoDB instance.
- In client side, it is a single page app with jQuery AJAX interaction.
- It is a single-page app for retrieving and updating recipe. It will retrieve the recipe information as requested by users. Or user can update their own recipe.

Chat web app:

- Using Node.js and its built-in modules to create the webpage, using socket.io to implement interactive chat communication
- In client side, the browser provides a webpage from server including html, CSS and JavaScript
- It is a client-server single-page app allowing interactive chat communication have features like black-list and private message.

Match (Concentrate) game:	• Using Node.js and its built-in modules to create the webpage
	• In client side, the browser provides a webpage from server including html, CSS and JavaScript. Using JQuery library.
	• Game description: there are 4*4 cards at the beginning, to win the game, the player needs to pair all the cards. The higher level of the game, the more cards.
Inventory Management Program:	• Creating UML including all the classes relations (stores, customers, orders, products, UI…), then using C++ to write code
	• I learned the object-oriented software development, with emphasis on design and some concepts including abstraction, modularity, encapsulation and design patterns.

Skills

Language	Java, C, C++, Scheme/Racket, Prolog
Web	JavaScript, HTML/CSS, Ajax, JSON
Databases	Mongo DB, Oracle SQL
Concepts	Data structure, UML, Public key encryption, linear algebra, Vim, openCV, R

Fluent in English and Mandarin
Familiar with Linux/Unix operating system

Experience and Honors

2015-2016	Paul Menton Centre, volunteer for Students with disabilities
2017.7-present	Manager Assistant at Cacao 70
2015	Top 20% in Euclid Mathematical Contest
2015	Entrance Scholarship
2015/2016	Dean's Honor List
2016/2017	General In-course Scholarship