

Education

University of St. Thomas

St. Paul, Minnesota

M.S. in Software Engineering, GPA 3.85/4.0

Expected Fall 2018

Courses Software Engineering, Software Analysis and Design, Software Quality Assurance and Quality Control, Database Management Systems and Design, Big Data Management, Web Application Design and Development, Internet of Things

University of Minnesota-Twin Cities

Minneapolis, Minnesota

Bachelor of Art Mathematics, Bachelor of Science in Economics, GPA 3.36/4.0

2012 - 2015

Courses Algorithm and Data Structure, Theory of Probability and Statistics, Cryptology and Number Theory, Error-Correcting Codes and Finite Fields, Applied Linear Algebra, Applied Fourier Analysis, Introduction to Stochastic Processes

Professional Experience

Office of International Students and Scholars, University of St. Thomas

St. Paul, Minnesota

Student Worker

January 2018 - Present

- Performed tasks such as responding to phone inquiries, data entry, maintaining student files and preparing mailings.
- Maintained and updated confidential student data forms and other paperwork on a regular basis.
- Developed reports, dashboards, and processes to continuously monitor student data quality and integrity in Salesforce.

Tutti Bambini (Xiamen) Trading Co. Ltd.

Qingdao, China

Office Assistant Internship

July 2013 - August 2013

- Expanded communication and teamwork skills by coordinating and doing a furniture catalog project within a team of 6.
- Proficient in Microsoft Office (Word, Excel, Outlook, PowerPoint) and managing calendars, creating spreadsheets.

University Dining Services, University of Minnesota

Minneapolis, Minnesota

Dining Room Attendant

March 2012- April 2012

- Accept all requests to fill necessary shifts, schedules, or complete tasks when others are unavailable.
- Well expanded customer service, communication and teamwork skills by attending to customers on various issues.

Projects

Java, Python, C++ Developing

- *Oware Game*. An abstract strategy board game. Demonstrates the pattern of Object-Oriented Design.
- The *Dissociated Press algorithm* from MIT. Implemented base on random numbers and dictionary.
- A solitaire game called *Teri Tempus*. Demonstrates random class, array stacks and lined stacks.
- *Symbolic polynomial arithmetic* problem. Solved using singly linked circular lists with a null-value head node.
- Compiler's *name table*. Achieved by combining simple data structures (stack, binary tree) to build complex data structures.

Web Developing (HTML5, CSS3, JavaScript, PHP, SQL)

- Constructed a website using the Bootstrap 4 framework. Injected CSS rules and JavaScript to make website more alive.
- Back-end data exchange and storage: retrieve data from JSON file and store data in database file using SQL.
- Make the website fits different screen sizes by practicing responsive design and mobile-first principle.

Skills

- Programming Languages:
 - Developing: Java, C++, Python
 - Web: HTML, CSS, JavaScript, PHP
 - Mobile: Swift 4 (iOS developing)
 - Database: MySQL, MongoDB, Neo4j
- Hardware: Basic PC upgrades/repairs, Network cabling, Connectivity Troubleshooting