KAIYUAN YU

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EDUCATION

University of Southern California

Bachelor of Science in Computer Science   2014-2017
GPA: 3.30

SKILLS

C++, Java, Objective-C, HTML/CSS, JavaScript

Courses

CSCI-104 Data Structure	CSCI-201 Software Engineering (Java)
CSCI-170 Discrete Methods in Computer Science	CSCI-270 Algorithms
CSCI-360 Artificial Intelligence	CSCI-430 Network Security
ITP-104 Web Publishing (HTML & CSS)	ITP-342 Mobile App development (IOS)
ITP-435 Professional C++	EE-352 Computer Organization & Architecture

Projects

RPG Multiplayer Game (Java)   **2015**

A networked game in which players need to register and log in and then make a team through internet with other players in. The captain can move the team on a map and encounter monsters. By beating monsters can the team level up. Used amazon server and JDBC for back end database storing user information (username, password, profession), socket for networking game, synchronizing animations, and chat between clients.

User-Oriented Movie Client(C++)   **2014**

A Netflix-like movie client system written in C++. Used Qt for front end GUI. Functionalities including search by keyword, recommendations according to viewing history, adding movies to watch list, etc.

Traveling Salesman Problem (C++)   **2015**

A program that gives a fairly good solution to Traveling Salesman Problem using genetic algorithm. The program takes in an input file of locations (name with altitude and longitude), and then calculates a short path that visits every location exactly once and output it to another file.

My Resume (Objective-C)   **2015**

A simple IOS app written in Objective-C that shows my resume info (general, projects, class taken, etc) in different tabs and the functionality of "contact me" through email. Featured on MVC, TabView, TableView, WebView, localization, system messaging, etc.

My Life (HTML/CSS)   **2015**

A website based majorly on HTML and CSS that introduces my life, hobbies and passions. Features applied including drop-down list (using CSS), forms, js-plugins, etc.