Qiqi Su

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EDUCATION

Bachelor of Science – Major Computer Science at McGill   **Sept 2019 – Jan 2023**

- CGPA – 3.83/4.0
- Major GPA – 3.93/4.0

PROFESSIONAL SKILLS

Programming	|JavaScript, Java, SCSS, Html, Python, SQL, C++, C, bash script, |Data structures, Advanced algorithm design, Design patterns
Tech	|Git, GitLab, GitHub, IntelliJ, VS code, Eclipse, Mac, Linux, Windows, Unix
Language	|English, French, Cantonese, Mandarin

INTERNSHIP EXPERIENCE

Intern, Software Development   **May 2022 – Dec 2022**

- Contributed to the implementation of functionalities based on the need of product owners for the two commercial websites NoovoMoi and NoovoInfo.
- Utilized **SCSS, vue.js and Java** to work as a **full-stack** developer and gained experience working with **AEM**.
- Communicated and collaborated with other developers, designers, and Product Managers via **GitLab**, **Slack** and **Jira** under the **Scrum** framework. Meanwhile, received training of **Unit Testing & TDD.**

SELETED PROJECTS

Elfenroads Board Game - Collective Development (TypeScript, Academic)   Sept 2021 – Apr 2022

- The game include authentication, create/load/save game, create or join room that allow six players, play game with modifications instantly visible to all players, as well as additional functionalities like visual effects of winning and music.
- Familiarized with the concept of **model-driven engineering** and **REST** as well as the implementation part of **concurrent programming** and **networking** in the process of developing this game.
- Used **GitHub** and weekly meeting to split different features into separated branches and assign tasks to individual within the team based on the workload.

Midwifery Database App - Independent Development (SQL&Java, Academic)   Jan 2022 – Apr 2022

- Designed the **relation model** for a database and refined the schema.
- Implemented the database using **DB2** with a user-friendly interface developed with Java and **SQL queries**.
- Further evaluated the written SQL queries using relational algebra and optimal execution plan tree. Explored the **Map-reduce** workflow for efficient large-scale data processing.

Automatic Test - Collective Development (Java, Academic)   Feb 2022 – Apr 2022

- Applied test automation to a **Spring** project named Pet Clinic using **Junit** and **Gherkin**.
- Contributed to API testing with **Mockito** and Spring Boot test.

Game Agent - Collective Development (Python, Academic)   Feb 2022 – Apr 2022

- Exploited the idea of **Monte Carlo Tree Search** (MCTS) in combination with self-defined heuristic function to create a game agent that have win rate of 100% against random agent.
- Explored multiple approaches on the implementation of MCTS, chose to use **memorization** to sacrifice space complexity in exchange for time complexity.

ACHIEVEMENTS

- Prize (warm and fuzzy) in McHack9 winter 2022
- Top 1% in a fall 2020 functional programming class of 351 students in McGill University
- Euclid Contest certificate of distinction
- UK Senior Mathematical Challenge gold certificate