YITONG LUO

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OBJECTIVE	Look for a full-time full-stack/backend software developer position.

EDUCATION		
	San Jose State University, San Jose, CA	2014-present
	M.S. in Computer Science	GPA: 3.96/4.0
	Selected Courses: Data Structure & Algorithm, Object Oriented Design, Operating System, Formal Language & Computability, Programming Paradigm, Regression Theory	
	University of Wyoming, Laramie, WY	2010
	M.S. in Environmental Engineering with full scholarship	GPA: 4.0/4.0
	Beijing Normal University, Beijing, China	2008
	B.S. in Environmental Engineering	GPA: 3.8/4.0

WORK

Sony Interactive Entertainment (PlayStation)   January 2013 – April 2014
Database Administrator & Report Writer in Data Intelligence Team

Designed and deployed various business reports for advertisement web service across multiple platforms (PlayStation, TV and Web) to fulfill complex business requirements.
Implemented complex algorithms using SQL to pull out data from database for developers and data scientist.
Database maintenance, which includes performance optimization, daily database backup, monthly database vacuum, database streaming replication.

University of Wyoming   August 2008 – May 2010
Research Assistant on Renewable Energy
Designed and conducted experiment on Hydrogen production from dark fermentation.

PROJECT

Implemented a react-native iOS/Android App that recommends and searches books based on Google books API.
Personal website using HTML5 + CSS3.
Camping site rating website using Bootstrap, Express, NodeJS and MongoDB.
Interactive game programming in Python (Cousera certificate).

TRAINING		
	UC Berkeley Extension, Data Administration and Management Certificate	2012
	M102: MongoDB for DBAs certificate	2014
	Engineering in Training, State of California	2011

SKILLS

Java, Python, HTML5+CSS3, JavaScript(NodeJS)/JQuery
PostgresSQL, MongoDB
SQL, R, SAS