

YITONG LUO

yitong.luo@sjsu.edu • www.yuzujam.us • Github: <https://github.com/yuzu-jam>
(307) 460-8744 • Sunnyvale, CA

EDUCATION	San Jose State University , San Jose, CA	2015 - 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, Computer Architecture, 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
SKILLS	Java, Python, HTML5+CSS3, JavaScript, SQL PostgreSQL, MongoDB, NodeJS, JQuery, Bootstrap R, SAS	
WORK EXPERIENCE	Sony Interactive Entertainment (PlayStation) Database Administrator & Report Writer in Data Intelligence Team	2013 - 2014
Designed and deployed various business reports for advertisement web service across multiple platforms (PlayStation, TV and Web) to fulfill fast-changing business requirements. Implemented complicated algorithms using SQL to pull out data from database for software development and deployment. Database maintenance, which includes performance optimization, daily database backup, monthly database vacuum and database streaming replication.		
PROJECTS	Hotel Reservation System (Java) Led a group project to design and implement an object-oriented hotel reservation system based on MVC design pattern with Java and Swing GUI library. The application supports guest and hotel admin login authentication. It allows guest to book different types of rooms or cancel reservations through GUI calendar. It also supports room and reservation management for hotel admins. Interactive Game Programming (Python) Developed serials of interactive games using python in both object-oriented and procedural styles. These games involve windows whose contents are graphical and respond to keyboard and mouse. Some of them such as Blackjack and Pong feature multiplayer mode. Campgrounds Rating Website (Javascript) Created a complicated yelp-like website for campgrounds with responsive layouts. The website allows users to view, add or comment campgrounds. The data is stored in MongoDB, processed via Express+NodeJS and presented via Bootstrap. Peekabook (Javascript) Built a mobile application with React Native framework on both iOS and Android platforms. The application collects data from Google Books API, allows users to search books by title/author and makes book recommendations.	