Yifang(Michael) Chen

343 Gold Street, Brooklyn, NY 11201 | 561-990-9976 | michaelchen12138@gmail.com

EDUCATION

Bachelor of Science in Computer Science, New York University Tandon School of Engineering

01/2021-12/2024

GPA: 3.5/4.0

Minor in Game Engineering and Math

Related Coursework, New York University Tandon School of Engineering

01/2021-12/2024

- CS-UY2214 Computer Architecture
- CS-UY3113 Game Programming
- DM-UY2193 Web Development
- CS-UY2124 Object-Oriented Programming in C++

PROFESSIONAL EXPERIENCE

Java Development Intern, Google Shanghai, Remote

01/2023-Present

- Configure the dependencies for the SpringBoot project
- Construct the login interfaces with token validation, saving the sessions
- Handle the data in non relational database SOL and the data format was in JSON
- Use MyBatis3 to configure and manipulate the database
- Use Java basics to develop the logic of the program, such as Java Multithreading, Java Util Package, JVM, Data Structure and Computer Networking

Software Developer, Smart Wearable Bio-Tracker for TeleRehab and TeleMonitoring, NYU, Brooklyn 01/2023-Present

- Using HTML5/CSS/Javascript to develop the front-end of our project,
- React.js is the main framework we use to develop our software
- JavaWeb and SpringBoot were also used in this project.

IOS Software Development, Advanced Swift Programming, NBPS, Coconut Creek, Florida

08/2019-05/2020

- Hearthstone deck simulator, IOS GPA Calculator, IOS FlashChat, IOS Clima
- Use Swift MVC design pattern which guarantees great organization of the codes and meets the Open-closed principle.
- Use Swift UI to construct and design the storyboards for these apps, and the challenging part of the design was to set the constraints of the UI correctly to make it fit to different IOS devices and Software versions.
- Enhance the user experience by inserting appropriate animations and audios to these apps, construct smooth transitions to different storyboards, and make my apps compatible to both the dark and light mode.
- Utilize the FireBase to implement online chatting functionality for the IOS FlashChat app. I used Firebase because it was free and a great online cloud to store users' information.
- Adopt APIs to my apps, for example in Clima, I adopt an online free weather API into my app to display real time weather conditions for different locations in Clima.

Cornell Summer School, Collapsible Silicone Refrigerator, Cornell, Ithaca

06/2019-08/2019

- Use CAD to prototype our Collapsible Silicone Mini-refrigerator
- Use Thermodynamics equations to validate the cooling process and estimate the cost of electricity
- Use Arduino Board to prototype the circuit for our fridge
- Analyze the feasibility of the product on the market by using Python to collect the data from similar products online and make predictions by using linear regression models.

SKILLS

Language Skills: Native Mandarin, Proficient in English, Literacy in Spanish

Computer Skills: C++, Python, Java, HTML5/CSS/Javascript, React.js, Spring, SpringBoot, SpringSecurity, Mybatis, SQL, Swift, and Microsoft Word, Excel, PowerPoint