

# Yue Jiao

## EDUCATION

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### University of California, San Diego

B.S in Mathematics/Computer Science, GPA 3.8

Anticipated Graduation June 2021

## SKILLS

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- Proficient: Java, C, Assembly, HTML, CSS, vim, Python, git, Unity, unit test, gdb, Android Studio, unix
- Intermediate: Spring mvc, MATLAB, SQL, C++, Javascript

## RELATED EXPERIENCE

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### HACKXR 2019, San Diego

(May 3 2019 - May 5 2019)

- Built a first person VR rhythm game where player plays drum in time with music beats.
- Created the game logic. Generated random game objects and the movement of the objects and tracked the score of the game.
- <https://devpost.com/software/drum-beats-w5m1us>
- Language and frameworks: Unity, C#, Git

### HackXX 2019, San Diego

(April 6 2019 - April 7 2019)

- Built an gyroscope arduino unit that could be controlled via bluetooth on android app we built and pc
- Designed the entire xml file and functions of buttons and implemented then library
- <https://devpost.com/software/gyroscopecontrolledcar>
- Language and frameworks: Git, Android Studio, Arduino, Python, Java

### Software Engineering Intern, Chengdu Santai Electronic Co Ltd, China

(Jun 2018 - Aug 2018)

- Implemented Junit tests for a receipt printing system as well as its user interface on ATM.
- Learned using git as well as working in a team.
- Language and frameworks: Java, Spring Boot, Spring mvc

## PROJECTS

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### UCSD RPG Game

- Developed a RPG game where player levels up by beating monster “classes” and graduates.
- Designed scenes and characters as well as mouse/key movements.
- Language and frameworks: C#, Unity

### UCSD GPA Calculator

- Established an Android app that calculates the the GPA of a class based on the student’s homework, quiz, midterm and final scores.
- Language and frameworks: Java, Android API, ButterKnife Library

### Anime Index

- Programmed a web application that tracks the newest seasonal animes and animated movies.
- Added slide effects on home page as well as scroll effect to quick direct to the correct position.
- Language and frameworks: HTML, CSS, JavaScript, Bootstrap Library

### Snake Game

- Devised a snake game using java GUI.
- Designed the algorithms that tracked the score and movements of the object
- Language and frameworks: Java, Java GUI

