Mingxuan Bo

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EDUCATION

University of Southern California, Los Angeles, United States   January 2024 -Now
- Program: Master of Science in Computer Science

Dalhousie University, Halifax, Canada   January 2020 – May 2023
- Program: Bachelor of Science in Computer Science
- Certificate: Certificate in Communication Technologies and Cyber Security
- GPA: 3.92/4.3 (In-Course Scholarship for 2021/2022 academic year)

INTERNSHIP

Software Engineer, **SAIC Motor - General Motors., Shanghai, China**   June 2024 – August 2024
- Developed proficiency in ROS 2, utilized the rclcpp library to construct diverse node communication structures; the project was successfully adopted by a **20-member development team**.
- **Integrated CI/CD services** by developing a Master node that retrieves tasks from the CI/CD server, routed them to LAN test nodes, and updated results back to the server.
- Implemented **cross-LAN node communication**, utilizing asynchronous processing to ensure real-time data transmission. Efficiently invoked services and clients to enable seamless data exchange between nodes while maintaining smooth main thread operation.
- Developed a **Qt-based GUI** to monitor user activity in real-time, and display data in a bar chart based on priority, providing an intuitive visual interface.

Backend Developer, **TRE.China, Inc., Shandong, China**   July 2023 – December 2023
- Constructed project frameworks based on client requirements, ensuring stable and efficient connections to databases with **Spring Boot and MyBatis-Plus.**
- Designed and configured thread pools, linked Druid database connection pools, settled Exceptions and Transaction issues, and integrated Spring Security to enhance system performance and safety.
- Developed APIs with tools like **JUnit** to achieve over 90% test coverage, collaborating effectively with a team of 5 to resolve technical issues and finalize 1,000 lines of code.

Game Development Engineer, **NetEase, Inc., Guangzhou, China**   July 2021 – August 2021
- Participated in **developing and debugging the game character system** with Unity and C#, including interface, game equipment, and skills design and totally coded 500 lines.
- Collaborated with Planning Department and User Experience Department to provide expert technical support, optimizing gameplay mechanics and enhancing user satisfaction

ACADEMIC EXPERIENCE

Full Stack Website Building Project   May 2022 – July 2022
- Developed a Trello-like website for task management, learning Spring Java and React to create a responsive and user-friendly interface
- **Utilized Agile development methodologies** to adapt to changing project requirements and deliver iterative prototypes for user feedback.

Unity Game Development Project   September 2022 – December 2022
- **Led a team of 4** to develop an RPG adventure game.
- Designing the game treatment document, deciding on the game's backstory, core mechanics, and gameplay highlights.
- Implemented the required functionality with Unity and Blender, developed the backpack system, dialog system, a large and complex terrain, character movement scripts and animations and totally coded 600 lines.

PROFESSIONAL SKILLS

- Programming Languages and skills: Java, Spring Boot, SQL, Mybatis-Plus, Html, JavaScript, CSS, HTML, PHP, React, C, Python, C#, C++, ROS 2, UI design.
- Development Tools: Intellij, DBeaver, CLion, MySQL, PyCharm, VScode, MAMP, Postman, Visual Studio 2019, Unity, Unreal Engine, Blender.