TIAN JINLONG

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Educational Background

Department of Computer Science Engineering, The Chinese University of Hong Kong

Hong Kong

Sept. 2023-present

- GPA: 3.75/4.00
- Core Courses: Data Mining and Knowledge Discovery, Advanced Topics in Artificial Intelligence, IT Project Management,
 Network and Web Programing, Image processing and Computer Vision, Computational Finance

College of Computer Science, Sichuan University BEng in Software Engineering

Sichuan, China

Sept. 2018-Jul. 2022

GPA: 86.36 out of 100

MSc in Computer Science

 Core Courses: Calculus, Probabilistic Statistics, Discrete Mathematics, Programming Practices, Data Structures and Algorithms, Computer Composition and Architecture, Operating System and System Programming, Database System and Information Management, Introduction to Software Engineering, Computer Network and Distributed System, Software Project Management, IT Enterprise Practice

Professional Experiences

Taobao&Tmall Group, Application Development Engineer

May.2024-present

- Flutter(iOS/Android)+H5 application(Wechat mini program/PC(React+webpack))
- Build the project as an npm package, build Jest unit test environment.

TP-Link, Front-end UI Development Engineer

Jul. 2022-Jan.2023

- Utilized Vue3 (composition api)+ AntvG6+ WendiCss+ pinia to conduct visual construction of topology graph data and topological logic for the topological relationship among equipment in the Map module of the original project.
- Delved into the project management-related technology stack (webpack yarn nodeJs), and the git commands of code repository management (git add/git commit/git push/git pull/git cherryPick).

Project Experiences

Graduation Design: A Smart Applet of Space-time Backlog based on a Detailed Map

Feb. 2022-May 2022

- Used the WeChat applet as the front end, and exploited the Java+Servelt+JDBC+MySQL as the back end to process the data of the local backlog. Utilized HTTP GET to request the server API of Ali map to obtain map request data. Alerted the notification through Wechat public platform, and exploited HTTP POST to subscribe on the front end.
- Core function: selected backlog to add on the map, retrieved hot words on POI points, reminded backlog according to POI points, viewed to-do lists, weather viewing, route planning, and so on.

China College Students' "Internet+" Innovation and Entrepreneurship Competition

Jun. 2020-Mar. 2021

Web College Innovation Supply and Demand Platform

- Designed a supply and demand platform to provide teachers and students with academic information, project information, and creative ideas, which paved the way for them to choose from each other, including project publication, creative discussion, project adding, etc.
- Used Spring Boot, Mybatis and Vue to separate the front and back ends, took advantage of MySQL master-slave deployment to improve the performance and availability.

Extracurricular Activities

Captain of the College Basketball Team

Jun. 2021

• Ranked eighth place in the university-level basketball competition and created the best result in the history of Software School (the seventh place of the men's team).

The cadre of Publicity Department of College of Computer Science, Sichuan University

Sept. 2018-Sept. 2019

Designed posters, conducted interviews, and clipped videos by using Photoshop and Pr.

Honors and Awards

CUHK Engineering CSE, Dean's List	2023-2024
CUHK Distinguished Academic Performance Scholarship 2023-24 (Term 1)	2023-2024
CUHK Entrance Scholarship of Department CSE	2023-2024
Excellent Individual of Beijing Chinasoft International Practical Training	2021
Sichuan University Excellent Student	2020-2021
Sichuan University Second-Class Scholarship	2019-2020/2018-2019
Sichuan University Comprehensive Third-Class Scholarship(20%)	2019-2020

Skills

- Languages: English (CET-6 512,IELTS 7.0), Mandarin (Native)
- Computer Competency: Proficient in Javascript, JavaEE, Matlab, MySQL, Python, Photoshop, Pr, Vue, Js, AntvG6, Git
- Interests: Playing Basketball, Calligraphy (Amateur Level-10, Professional Level-6)