Wenxin (Jacqueline) Wang （**Personal Page**）

A recently graduated Software Engineer of Master of Software Engineering

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OBJECTIVE	**To obtain a full-time job from August 2017**
EDUCATION	**Master of Science in Software Engineering (GPA:3.7)** - Embry-Riddle Aeronautical University (ERAU) USA, 2015.8 - 2017.8 **Bachelor Degree in Computer Science and Technology (GPA:3.6)** - Nanjing University of Aeronautics and Astronautics (NUAA) China, 2012.9 - 2016.6
PUBLISHMENT	Su Yue, Li Mi, Wang Wenxin, et al. **Software Reliability Prediction Approach Based on UML Activity Diagram** [J]. Computer Science, 2015: S1. (**Periodical Publishment**)

WORK EXPERIENCE

Shenzhen Communication Technology Corp.,Ltd (SCT)
Software Engineer Intern (R&D Center)   Shenzhen, China 2016.5 –2016.8
Performed full software development lifecycle activities. Collected and analyzed the resource management requirements from the R&D department of the SCT to design and build an online resource management system. Gained valuable web design, database design and analysis experience, along with an understanding of the standard Office Automation (OA) System. (**Relevant GUI**)
Duties:
- Collected, analyzed and documented resource management requirements;
- Preliminary design specification and detailed design specification;
- Set IDE using WAMP 3.0.4_x86 (Apache 2.4.18, MySQL 5.7.11, PHP 5.6.19-7.0.4);
- Implemented the Model View Controller (MVC) architectural pattern;
- Create websites using technologies: CSS/HTML5/PHP/MySQL;
- Used Agile Scrum methodology.
Embry-Riddle Society for Industrial & Applied Mathematics (SIAM)
Research Assistant (Robotic Vehicles Communication)   Daytona Beach, USA, 2015.8 - 2017.6
As a software team member in SIAM (Society for Industrial & Applied Mathematics, ERAU), used MOOS, a cross-platform software for robotics developed by University of Oxford, to study and simulate communication between robotic vehicles on ground station. (**Eco-Dolphins**)

PROJECTS

- Web-based Repository Development   Daytona Beach, 2015.8-2015.12
As a manager among five people, developed an online Software Project Repository using Agile project development methodology, HTML, PHP and MySQL (phpMyAdmin) based on Apache Web server. Realized account management, project storage & transmission, project search and release.
- UAV Simulation   Daytona Beach, 2016.1-2016.5
Simulated the UAV flight scene with Google 3D map data by Unity3D. Created the GUI interface for UAV users to detect and avoid obstacles. (**Video**)

COMPUTER SKILLS

- **Programming Languages:** C, C++, Java, PHP, SQL, CSS, HTML;
- **Operating Systems:** Linux (Ubuntu, helix, Kali), Windows OS, Unix, Dos, Solaris, Apple OSX;
- **Softwares:** OpenVPN, Wireshark, MATLAB, Github, Eclipse, autospy, zenmap, VM Virtualbox;
- **Tools:** Latex, Dev C++, Unity3D, WAMP, Microsoft Office;
- **Data Technologies:** SQL, MySQL, SQL Server, Oracle, phpMyAdmin, Microsoft Access;
- **Process:** Personal Software Process (PSP), Team Software Process (TSP), Agile, UML;
- **Cyber Security Technologies:** helix +autopsy, sleuthkit, metasploit, meterpreter;
- **Others:** Make a bootable USB Ubuntu, Helix, Kali, Solaris.

KNOWLEDGE & SKILL AREAS

- Software Development Lifecycle
- Objected-oriented Programming
- Software Testing & Troubleshooting
- Website Design & Development
- Security Assessment
- Digital & Artificial Circuit
- Fundamentals of Compiling
- Requirements Gathering & Analysis
- Technical & End User Documents
- Basic Algorithm
- Project Teamwork & Communication
- Penetration and Exploiting Test
- Principles of Computer Composition
- Principles of assembly