Aiden Yu

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EDUCATION

Boston University   Sep 2022 – May 2024
Master of Science in Computer Science   3.78/4.0

KEY SKILLS

Programming Languages and frameworks: Java, Python, MySQL, bash, JavaScript, Node.js, Vue.js, PHP
Skills: HTML, CSS, Git, Airflow, Google Cloud Platform (GCP), MongoDB, Mongoose, Express, RESTful API, Agile

PROFESSIONAL EXPERIENCE

Shopee (a multinational technology company which specializes in e-commerce), Taiwan   Apr 2022– Aug 2022
Software Engineer (Tech Team) **- Full-time**

• Automatic email sender **SAVE 85% time per month**
Eliminated the need for manual email dispatch by supervisors, integrating a feature for user customization through the application's GUI, thereby enhancing accuracy in KPI communications.

• Task assignment system **SAVE 40 minute per day**
Engineered an automated "Task Assignment System" streamlining the distribution of tasks to agents. Utilized Airflow for script deployment, integrating Google Sheet API to adhere to intricate manual task assignment logic, thus boosting operational efficiency and accuracy.

• Fake Receipt Detector
Pioneered the development of a "Fake Receipt Detector" application, leveraging the Cloud Vision API for text detection on receipts. Synthesized specialist insights into an algorithm, automating the identification of fraudulent receipts, thereby fortifying the company's risk management protocols.

Earthquake Physics and Seismotectonics Research Group, Taiwan   Jul 2021– Dec 2021
Research Assistant **- Full-time**

• Application of Borehole Seismograph on Earthquake Early Warning System (with two advisors)
  • Used Python to establish a magnitude estimation empirical formula for borehole stations; standard deviation of magnitude estimation was 0.22 while that for the current (2021) Earthquake Early Warning System was 0.43, which means a better range of estimation error.
  • Estimated earthquake magnitude on a C-based system, accelerating estimation by about one second.
  • Cleaned problematic data from 9,060 pieces of data over the previous four years with Python.
  • Presented the results at the *2021 Annual Conference of Geological Society Located in Taipei & Chinese Taipei Geophysical Society.*

SIDE PROJECTS

Personal Website (link) - Front-End Focus (HTML, CSS, JavaScript, and Vue.js.)
  • I developed a personal website featuring pages such as Home, About Me, Resume, Experiences, Contact, and Gallery. This project providing visitors with insights into my front-end skills and experiences while offering an interactive and visually appealing user interface.

Shopping Cart (link) - Back-End Focus (Node.js with Express and Mongoose, MongoDB, and HTML)
  • I developed a scalable shopping cart backend using Node.js. The backend features RESTful API endpoints for product management, customer orders, and order history. I implemented dynamic cart management and data conversion. This project demonstrates my expertise in web application development and database integration.

Android Game: Flappy Bird Clone (link) - Java, libGDX
  • Developed a Flappy Bird Clone achieving an 80% similarity to the original game through independent coding. Acquired and integrated assets from the Internet. This project served as a hands-on learning experience with Android Studio, JAVA, and libGDX, contributing to skill growth.