Weicheng Ao

weicheng.ao@student.manchester.ac.uk | github.com/Weicheng783 | +44 7536 947029

EDUCATION

University of Manchester — Manchester, UK
Bachelor of Science in Computer Science (Currently Third Year, Predicted First Class Degree) — *Aug 2020 – May 2023*

Yichun NO.9 High School — Yichun, China
Advanced Level (Achieved A*A*A in Mathematics, Physics and Economics) — *Aug 2017 – May 2020*

EXPERIENCE

Teaching Assistant in high school — Aug 2018 – Jun 2020
Yichun NO.9 High School — *Yichun, Jiangxi, China*
- Chaired one vice-president position in school student union
- Authored one application that students can use to record own daily progress in revision
- Launched one application open to teachers to make personalised homework easily for each student
- Completed a one month long intern-ship in China Construction Bank in Jiangxi, China
- Developed one fun application that allow students to understand and memorize single words or phrases in English and dictate the words using TTS
- Led a team which represents the school to win the 3rd place in Auction Game in Business Simulation Competition

Team Leader in Second Year Software Team Project — Sep 2021 - Jun 2022
University of Manchester — *Manchester, England, UK*
- Achieved a group mark above 90% in the first semester RPG game development and a group mark above 85% in the second semester Java coding project

PROJECTS

A website used Spring MVC Framework | *Spring MVC (Model-View-Controller)* — Feb 2022 – Jun 2022
- Fixed bugs and used Spring framework with Java, and led the team to achieve over 85% of the overall team marks

Stendhal RPG Game | *Java, Eclipse, Unit testing, Integration testing* — Sep 2021 – Dec 2021
- Engaged in improving user experience of a multi-player online open-sourced RPG game with three fatal bugs fixed and one highly rated new game feature added
- Co-ordinated the development team as a debugger, code reviewer and new feature adder, rated the 1st sub-team leader in teams
- Boosted team project progress by troubleshooting 10 or more issues happened in teammates
- Implemented one new feature with almost flawless and smooth experience to existing players and used access level restrictions to build a sand environment for internal testing without losing loyalty of players
- All new added or modified features built with careful consideration for privacy

A Diary Website for my own | *PHP, HTML/CSS/JS, MySQL* — Nov 2021 - Present
- One diary website let users to sign-in, write/alter/delete diary entries with texts, images and comments
- Purely using PHP, HTML, MySQL and JavaScript to host such a website, a little bit jQuery used for handling images, but no other frameworks used, I hosted this website in a cloud server
- You can find the source code here: github.com/Weicheng783/diary_public

Cultime (First Year Team Project Website) | *Python, Vue.js, Django, REST api* — Oct 2020 – Jun 2021
- Developed (in a team) one full-stack web application with four sub-sites using with Django serving a REST api with Vue.js as the frontend
- Web-based application allows users to put reviews for films, TV shows. Never store films to comply with copyrights
- Aiming to construct a community that allows everyone shares reviews by using feeds section in the main page

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL/NoSQL, JavaScript, HTML/CSS/PHP, Bash, Tex, Swift, a little bit of Kotlin
Frameworks: Spring MVC, Vue, a little bit Django
Developer Tools: Git, Xcode, Coachbase, Neo4j
Packages Used: ffmpeg, gitlab, Apache, PHP, MySQL, Nginx, SRS/OSSRS for live streaming