# Yue (Elsie) Wu

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## Education

**New York University** New York, NY

*Bachelor of Arts in Computer Science — GPA: 3.74* *Sept. 2020 – May 2024*

**Related Courses**: Data Structures, Computer Systems Organization, Operating Systems, Basic Algorithms, Object Oriented Programming, Data Management and Analysis, Discrete Mathematics, Linear Algebra

**Honors**: Dean's List for Academic Year of 2021, 2022, 2023

## Technical Skills

**Languages**: Python, Java, C/C++, SQL (Postgres), JavaScript, HTML/CSS

**Technologies/Framework**: React, Node.js, Spring boot, Bootstrap, React.js, MongoDB, Express.js

## Experience

**JD.com, Inc** Jun. 2023 – Aug.2023

*Software Engineer Intern* *Shanghai, China*

- Designed and spearheaded the chart module within the Business Intelligence (BI) tool, leveraging the company's custom framework based on **Spring Boot** and **Redis**
- Optimized data storage and retrieval processes using **MySQL** as the back-end database in the company's framework. This enhancement led to a significant 20 % increase in processing speed and improved overall system performance
- Implemented the front-end code for the chart module using **Vue.js**, contributing to the module's user interface and seamless integration with the BI tool

## Projects

**Robo-Friends Web Application** | *Python, React, MongoDB, Express.js* Jun. 2023 – Aug. 2023

- Leveraged advanced techniques in **Express.js** to significantly improve API scalability by 35%. This resulted in a smoother user experience and ensured the application could handle a larger number of concurrent users and requests effectively
- Implemented **MongoDB's** advanced features, including indexing, aggregation, and transactions, to ensure data persistence and maintain data integrity within the application. This notable enhancement of 15% in overall application stability led to reduced data-related issues and increased user trust in the system

**Round Robin Algorithm** | *C* Mar.2022 – Apr. 2022

- Developed a Round Robin scheduling algorithm to efficiently allocate CPU time among processes, ensuring fair execution and preventing starvation
- Utilized **C** programming language to implement the algorithm, allowing for low-level control and optimal performance
- Created data structures to manage the process queue, track CPU time, and handle I/O blocking periods

**Interactive VR Maze Game** | *C#, Unity* Oct. 2021 – Dec. 2021

- Collaborated with a team of classmates to create and design a Virtual Reality maze game using **Unity** and **C#**, and presented it at the Interaction Design Exhibition at the end of the semester

## Leadership Experience

**New York University Shanghai** Aug. 2021 – Dec.2021

*Student Peer Ambassador* *Shanghai, China*

- Served as an NYU campus peer ambassador for first-year students studying at NYU Shanghai in the fall of 2021, helping them adjust to university life and integrate into the school culture
- Assisted in the dissemination of relevant information and knowledge about NYU Shanghai, facilitated, guided, and supported all Go Local orientation activities, and provided guidance to all first-year Go Local students