

Yang Xu

A Master's student in Computer Science UNC Charlotte, efficient with Java, JavaScript, React, CSS and HTML. Seeking a summer internship as a front-end or back-end developer. Planning to graduate in December 2022.

jtyang7125@gmail.com

704-550-1705

www.xyang7125.com

linkedin.com/in/xu-yang-530838181

github.com/Xu-Yang-NC

EDUCATION

Master's in Computer Science

University of North Carolina Charlotte

08/2021 - Present

Charlotte

Bachelor's in Civil Engineering

North Carolina State University

08/2018 - 12/2020

Raleigh

Associate in Engineering

Central Piedmont Community College

08/2015 - 05/2018

Charlotte

WORK EXPERIENCE

CNC Programmer

Mecha Inc

05/2020 - 05/2021

Raleigh

Achievements/Tasks

- Designed work paths for custom projects, selecting appropriate parameters for speed, feed rates, and tool selection.
- Operate CNC machine, de-burr parts, inspect parts.
- Help other machinists troubleshoot problems with machines.

Structural Engineering Intern

Infinigy Solutions LLC

05/2019 - 08/2019

Achievements/Tasks

- Use RISA 3D to create the model of the telecommunication tower mount.
- Run the mount analysis based on the model and information provided by the client.
- Write the analysis report and provide suggestions for reinforcement and replacement.

SKILLS

Java	●	●	●	●	○
JavaScript	●	●	●	●	○
HTML	●	●	●	●	○
CSS	●	●	●	●	○
React	●	●	●	○	○
Sass	●	●	●	●	○
Python	●	●	●	○	○
C++	●	●	○	○	○
Node.js	●	●	●	○	○

PERSONAL PROJECTS

Portfolio Website (01/2020)

- A personal portfolio website based on React, JavaScript, CSS, and HTML.

Free To Play Games Site (12/2021)

- A non-deploy site using JavaScript, HTML, SASS, and third-party game database API.

UdaSecurity (11/2021)

- Refactoring an existing security application to multiple modules using Maven. Writing unit test for a specific class.

Parallel Web Crawler (11/2021)

- Improving the performance of a single-thread web crawler by applying parallel computation.

LANGUAGES

English
Full Professional Proficiency

Chinese
Native or Bilingual Proficiency