

# Yanwen (Ines) Huangxu

Mountain View, CA  
Phone: 781-392-6328  
E-Mail: [huangxu.y@husky.neu.edu](mailto:huangxu.y@husky.neu.edu)

## EDUCATION

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**Northeastern University**, San Jose, CA

Sept. 2017 – Present

*Candidate for a Master of Science in Computer Science* | GPA: 3.7/4.0

Expect graduation: May 2020

**Scholarship:** CCIS Innovative Scholars Scholarship

**Related courses:** Intensive Foundations of Computer Science, Discrete and Data Structures, Computer System, Object-Oriented Design, Algorithms, Advanced Algorithms, Managing Software Development, Database Management Systems, Web Development

**Bentley University**, Waltham, MA

2013

*Master of Accountancy* | GPA: 3.5/4.0 | GMAT: 750/800 (98%)

## TECHNICAL SKILLS

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<b>Programming Languages:</b>	Java, C/C++, JavaScript
<b>Agile Development:</b>	Jenkins, JUnit
<b>Database:</b>	MySQL, MongoDB, Postgres
<b>Project Management:</b>	Maven, Gradle, Spring Boot
<b>Web and Others:</b>	HTML, CSS, NodeJS, React, Redux, Meteor, RESTful, SMTP

## PROJECTS

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**Dinner Planner Website** - *Northeastern University Project*

Jan. 2019 - Present

- Design and made a website for weekly dinner planner where users can type in dishes they usually cook with recipe and photos and the web planner will help arrange the weekly dinner plan for the users based on variety and nutrition of the main ingredients and also recommend new dishes that improve their nutrient intake.
- Using web development skills such as HTML, CSS, NodeJS, React, Redux and Meteor.

**Chatting Platform** - *Northeastern University Project*

Oct. – Dec. 2018

- Designed and implemented a Socket-based communication server which allows users to maintain personal profile, chat with another person, create a private group and chat within a group using command lines.
- Designed and set up a database for the server to store all user and group data and chat history using Postgres.
- Used Jenkins for process monitoring, SonarQube for code quality control and AWS for deployment.

**Card Games Room** - *Northeastern University Project*

Sept. 2018

- Designed and built a game program where users play several popular card games such as Go-Fish and Blackjack, with customizable decks and player features.
- Used Object-Oriented Design Patterns including Abstract Factory, Iterator, Adapter, and State.

**Crypto Currency Arbitrage Trader**

June – Dec. 2017

- Designed and built an automatic trading helper system by implementing a monitor to fetch a real-time prices, seek arbitrage opportunity, and automatically buy long or short in parallel to realize the profit.
- Tested and used this helper to earn 5% profit for each arbitrage session.
- Used self-learned techniques including Java, Spring Boot, Gradle, HTTP, RESTful API.

**VIX E-mail Notification**

2016

- Implemented a notification program to retrieve VIX (CBOE Volatility Index) data and send E-mails when certain conditions are triggered for trading. Caught 100% targeted changes at the earliest time.
- Used self-learned techniques including Java, HTTP, RESTful API, and SMTP.