

# YIJU LI

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As a computer engineering and applied mathematics student at the University of California, San Diego, I have gained expertise in software development through internships at companies such as Cloudgame, Ubtech, and Qingmu Life Tech. I have honed my skills in front-end development using React and CSS, app development for the Wechat system using WXHL and JavaScript, and Android app development using Java and the Android SDK. My hands-on experience has given me a deep understanding of the development process, from design to deployment, and the importance of collaboration and communication in software development. I am a dedicated and hardworking individual who consistently strives to improve and expand my skillset and am eager to bring my skills and knowledge to a new role.

## EDUCATION

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Bachelor of Science in Computer Engineering  
Bachelor of Science in Applied Mathematics  
University of California, San Diego  
Sep 2020 - current

## SOFTWARE SKILLS

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- Programming languages: Java, Python, C++(GLSL), C, JavaScript, HTML(WXML), CSS
- Focused Topics: Advanced Data Structures, Advanced Algorithms, Reinforcement Algorithms, Neural Network, CV
- Database technologies: MySQL, MongoDB
- Front-End frameworks: React.js
- Back-End frameworks: Spring, Django, Express.js
- Cloud computing: Amazon Web Services (AWS), Alibaba Cloud
- Operating systems: macOS, Linux
- Version control: Git
- Agile methodologies: Scrum, Kanban
- Special: DevOps

## HARDWARE SKILLS

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- Computer Engineer: Digital Electronics and Circuit, Computer Architecture Design(ISA)
- HDL: SystemVerilog, VHDL
- EDA tools: Modelsim(Questa), Quartus

## PROFESSIONAL EXPERIENCE

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### SOFTWARE ENGINEER INTERN

Shengmu Life, Chengdu, China  
2022 Summer, 10 weeks

- Developed Wechat apps with WXHL and JavaScript, including feature creation and app stability/performance assurance.
- Collaborated on dynamic, user-friendly Android apps using Java and Android SDK, meeting business requirements.

### SOFTWARE ENGINEER INTERN

UBTech, Shenzhen, China  
2021 Summer, 8 weeks

- Developed a web-application, utilizing JavaScript and React to enhance the product's functionality and user experience.
- Modified components in the programming interface to make it more approachable and accessible, particularly for young-aged children.
- Improved the logistics of the programming process to simplify the user experience, making it easier for individuals of all ages to understand and operate the system.

### QUALITY ASSURANCE (QA) ENGINEER INTERN

CloudGame, Beijing, China  
2020 Summer, 10 weeks

- Designed and executed test plans, identified and reported software bugs, and worked closely with the development team to ensure a seamless user experience for the end-users.
- Performed pressure tests to evaluate the stability and reliability of the gaming products under heavy usage conditions.