Runyu Yue

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SUMMARY

Seeking a full-time software engineer position starting from June 2025.

Incoming Master's student at Cornell University with a wide range of web and mobile development projects. Strong knowledge of computer science and solid skills in Java, C, Python, SQL, HTML/CSS, and JavaScript.

TECHNICAL SKILLS

Programming Language: Java, Python, JavaScript(ES6), TypeScript, Haskell, Racket, C, Golang **Database and Cloud:** MySQL, PostgreSQL, MongoDB, Firebase, RDS, AWS, Amazon App Runner,

Volcengine(cloud computing service of ByteDance), Vector Store

Web Development: React, Angular, HTML/CSS, Ant Design, Spring Boot, NodeJS, Express, Token,

Socket.IO, PeerJS, PixiJS, RESTful APIs

AI Related: OpenAI GPT-3.5 Turbo API, Langchain

DevOps and Tools: GitHub, Docker

EDUCATION

Cornell University Ithaca, NY, United States

Master of Professional Studies in Information Science

Sep 2024 - May 2025

Relevant Courses: Business Intelligence Systems, Designing Technology

University of Toronto

Scarborough, ON, Canada

Bachelor of Science in Computer Science, GPA: 3.72/4.0

Sep 2020 - Jul 2024

Relevant Courses: Data Structures, Software Design, Software Engineering, Programming on the Web, Introduction to Databases, Computer Networks, Artificial Intelligence, Operating Systems

WORK EXPERIENCE

Douyin, ByteDance (parent company of TikTok)

Beijing, China

Full-time Intern at Commercial Security Department

May 2023 - Jul 2023

- Enhanced data filtering with optimized **MySQL** statements, improving accuracy by 20% and ensuring robust scalability and service reliability. Visualize local business trends using **Python**.
- Developed and deployed an online stay rental application using React, Ant Design, Spring Boot,
 PostgreSQL, and Volcengine.
- Built services with **Spring Boot** to handle stay management, search, and reservations and secured the application with **token-based authentication** via **Spring Security**. Engineered backend services using **Spring Boot**, supporting essential features such as stay upload, deletion, search, and reservation.
- Created a responsive user interface using **React** and **Ant Design** to enhance user experience.
- Managed **PostgreSQL** for user data storage and integrated **Volcengine** for media storage.
- Deployed and maintained the application on **Volcengine**, ensuring high availability and **token-based authentication** utilizing the **Spring Security** framework to protect user data.

PROJECTS

Twitch+: A Personalized Twitch Resources Recommendation Engine

- Designed and built a full-stack web application for users to search Twitch resources (stream/video/clip) and get recommendations that largely improved the user experience
- Built a web page with a rich and user-friendly experience using **React** and **Ant Design**
- Created RESTful APIs to handle HTTP requests and responses and used MySQL database on Amazon RDS to store game data fetched from Twitch API
- Designed recommendation algorithms to implement Twitch resource recommendation
- Deployed to Amazon App Runner for public access

Next AI: A Full-Stack Web-Based Q&A AI Agent for PDF Document Queries

- Engineered an interactive conversational UI leveraging **React** and **Ant Design**, enabling users to effortlessly upload and interact with PDF documents in real-time
- Architected and implemented RESTful APIs via Express and Node.js, optimized for request handling
- Utilized a memory vector store to cache generated embeddings for efficient retrieval
- Integrated **OpenAI's GPT-3.5 Turbo API** and **Langchain** technologies, resulting in a sophisticated AI Agent capable of document loading, splitting, storage, retrieval, and output functionalities

Game Chat Software Development

- Designed and implemented a web-based virtual social platform with **MEAN** Stack to provide users with new ways to socialize, interact, and collaborate online
- Allowed users to manipulate their characters in a virtual game space and communicate with other users via voice using **PeerJS** to implement audio communication between users
- Used **PixiJS** to create graphical objects and utilized **Socket.IO** to implement the character movement with Google auth for the authentication that improved the overall security of the application

Development of LAN Speed Testing Tools

- Designed user-friendly tools without the involvement of high-level libraries in **C** and **Python** to offer a robust and efficient way for LAN speed tests
- Provided clear metrics and data visualization using **Pandas** and **Matplotlib** library in **Python** to facilitate understanding of the network's performance
- Implemented stop & wait, fixed size, and sliding window protocols during data transmission