

Boyang Yu

(Authorized to Work in the U.S.)

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Email (School): boyangy4@illinois.edu

Personal Website: zebraseller.github.io/boyang-portfolio-2/

GitHub: <https://github.com/ZebraSeller>

+ Education:

**B.S. Material Science and Engineering, Focus on Materials Computation and Theory
with Minor in Computer Science**

Overall GPA: 3.75

University of Illinois at Urbana-Champaign

2019-2023

Courses Taken: Intro to Computer Science, Discrete Structures, Data Structures, Database Systems, Matrix Theory, Differential Equations, Statistics and Probability

+ Experiences:

Front-End/Software Engineer Internship at Shoptaki (HTML, CSS, React.js)

June-August 2021

- Developed web applications. Designed & implemented UI components and web pages with HTML, and React JS.
- Collaborated with team members to create new components and pages for websites.
- Designed and Implemented a functioning, responsive Donation Page that accepts PayPal.

+ Projects:

US Senate Record Analysis (JavaScript, React.js, MySQL, Node.js, GCP)

February-May 2022

- As team manager, designed the database model, its ER diagram, and coordinated the team's efforts.
- Developed the frontend with react, which can request data from the backend using HTML requests for display.
- Set up and maintained the MySQL instance on GCP, as well as routing on the backend Node.js server.

YouTube Cards Colorizer (JavaScript)

January 2022

- Created a Chrome extension that highlights YouTube videos based on criteria set by the user.
- Utilized JavaScript's ability to manipulate DOMs to modify the HTML of the loaded web page.
- Developed the functionality for users to customize criteria used to flag videos via a pop-up window.

Boyang's Personal Website (HTML, CSS, React.js)

January-November 2021

- Created a mobile-friendly, responsive personal portfolio/info website that acts as an interactive resume.
- Utilized React.js, HTML, and CSS to create visual elements and improve user experience.
- Designed the structure, functionalities, and visual theme of the website.
- Website URL: <https://zebraseller.github.io/boyang-portfolio-2/>

Unity Mini Game Projects (Unity, C#)

2020-2021

- Created several mini games and functioning Windows builds using Unity.
- Developed game logics and functionalities such as vehicle control, and score counting using C#.
- Created most of the 3D and 2D visual assets using Photoshop and 3DS Max.

+ Awards and Honors:

Robert E. and Karen Martin Luetje Scholarship (UIUC)

April 2022

Dean's List of the Grainger College of Engineering (UIUC)

Spring 2020 – Fall 2021

AP Scholar with Distinction

July 2019

President's Volunteer Service Gold Award

2016

+ Skills:

Soft Skills: Fast Learner, Teamworking, Critical Thinking, Problem Solving, Communication

Programming Languages & Libraries: C++, Java, JavaScript, React.js, Node.js, HTML, CSS, C#, Python, MySQL

Software Development Tools: Unity Engine, Visual Studio, Android Studio, Eclipse, GitHub, R Studio, GCP

Data Analysis & Productivity: R, MATLAB, Excel, Word, PowerPoint

Digital Design / Art & 3D Modeling: Adobe Illustrator, Photoshop, Premiere Pro, 3DS Max, Blender

Language: English, Chinese (Mandarin)