Boyang Yu

(Authorized to Work in the U.S.)

Phone: (+1) 510-598-7828 Personal Website: zebraseller.github.io/boyang-portfolio-2/

LinkedIn: https://www.linkedin.com/in/boyangyu/ GitHub: https://github.com/ZebraSeller

+ Education:

Overall GPA: 3.79

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

University of Illinois at Urbana-Champaign

2019-2023

Courses Taken: Intro to Computer Science, Discrete Structures, Data Structures, Database Systems, Web Programming, Game Development, Matrix Theory, Differential Equations, Statistics and Probability, Atomic Scale Simulations

+ Experiences:

Android Engineer Intern/Part-Time at Synchrony Bank (Kotlin, Java)

May-December 2022

- Worked on an Android application for processing payments, addressed bugs and implemented new features.
- Participated in an Agile development cycle, and actively collaborated with team members.
- Tested application for potential bugs and reported findings on application behaviors.
- Received returning offer to continue as a part-time intern during the Fall 2022 semester.

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.

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:

April 2022

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

Robert E. and Karen Martin Luetje Scholar (UIUC)

2020 - 2022

AP Scholar with Distinction

July 2019

President's Volunteer Service Gold Award

2016

+ Skills:....

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

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

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

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

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

Language: English, Chinese (Mandarin)