

Zhouyang Ye

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Objective

Looking for a full-time position or internship as a front-end web developer.

Qualification

1. Bachelor degree of Computer Science graduated from University of New Brunswick .
2. Approximately 8 months internship work experience for front-end developing.
3. Quick learner, persistent, self-motivated, eager to learn.
4. Expert in javascript, html, css, java and have basics of PHP, sql, Servlets, JSP, C#.
5. Use JQuery and ReactJs.

Work experience

Nuoxin Network, Hangzhou, China

July 2015 - November 2015

Front-End Web Designer & Developer

1. Design web pages according to clients' requirements for PC.
2. Convert PSD files into static web pages, taking care of compatibility problems among different browsers.
3. Define and style the layouts of web pages with HTML and CSS.
4. Write plain Javascript to realize interactions.
5. Use Ajax to communicate with back-end and create asynchronous web contents.
6. Help back-end developers with some server side work using PHP such as writing APIs.

Shanghai Tuojiu Network Technology Co. Ltd.

December 2015 - April 2016

Front-End Web Designer & Developer

1. Create dynamic pages using javascript.
2. Get data from back-end using ajax.
3. Solve cross-domain problems using such as jsonp, CORS, and other new features in HTML5.
4. Write PHP APIs, use APIs offered by other websites.
5. Convert PSD files into web pages, taking care of compatibility problems among different browsers.
6. Create web pages using HTML5 and CSS3.
7. Responsive web design.
8. Use JQuery.

EDUCATION

Bachelor of Computer Science

May, 2015

University of New Brunswick, Fredericton, NB

Other

Interests: gym, PC/video games, basketball.

RELEVANT COURSE WORK

- **Software Architecture and Design Patterns:** object-oriented software architecture and design patterns. Topics in software architecture include basic concepts and architectural styles and implementations. Topics in design patterns include pattern languages and catalog, creational, structural, and behavioral design patterns.
- **Data Structure and Algorithm:** Formal specifications of abstract data types and their data structure representations, operations, and algorithms. Includes priority queues, dictionaries, graphs, heaps, hash tables, binary search trees, balanced trees, and graph adjacency representations. Sorting, searching, dynamic storage handling, and fundamental graph algorithms.
- **Data and Information Management:** SQL language; data integrity, security and privacy; data modeling and logical database design; indexing and physical database design; rapid application development; user interface design; data validation and exception handling; accessing a database using an API (such as ADO.NET and JDBC); stored procedures and triggers; introduction to web development, three layered architecture, and XML.
- **Software Engineering:** Software development processes at the various degrees of granularity. This ranges from organizational processes to team and individual engineer's processes.
- **Algorithm Design and Analysis:** A variety of different algorithm design techniques, including divide and conquer, greedy, dynamic programming, and backtracking, are introduced and compared.
- **Net-centric Computing:** Fundamentals of data communication and application programming in a networked environment. Including data transmission, data link concepts, networking concepts, network security, application protocols, net-centric computing and web programming.
- **Computer Graphics:** Covers interactive 3-dimensional computer graphics program development using object-oriented tools (Mainly: JavaScript HTML5 WebGL).

The video of my project: <https://www.youtube.com/watch?v=HSdCC5DKf9s>