Bright Ye

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Objective

Front-end developer.

Qualification

1. Bachelor degree of Computer Science graduated from University of New Brunswick .
2. Expert in JavaScript, HTML, CSS, Java, TypeScript and good knowledge of PHP, SQL, Servelets, JSP, C#, C.
3. Use Jquery, ReactJs and AngularJs2, SCSS, Bootstrap.
4. Tools: GIT, Github, WebStorm, npm, Eclipse, Xampp, Apache, phpmyadmin, FileZilla, PhotoShop, Notepad++.
5. Team player, Quick learner, persistent, self-motivated, eager to learn.

Work experience

CANA Career Aid Networking Association, Ottawa ON   **August 2016 - present**
Front-End Web Designer & Developer(Reference available)
CANA is a networking association dedicates to helping new graduates with their job hunting by offering professional training and courses.
Project: CANA - S1
Brief Introduction: This project meant to build a web system to help CANA Career Aid Networking Association manage user info and company events. The main function includes students uploading resume, students making appointment with teachers, teachers posting available time for courses, administration management and so on.
Team Size: 4.
Role: UI designer, Front-end developer.
Development tools: Git, Github, Eclipse,Apache Tomcat, Google Drive, Google Calendar API.
Front-End technique:
    1. HTML, CSS, SCSS, JavaScript, TypeScript, JSP.
    2. Framework: Angular 2, bootstrap.
    3. Tools: WebStorm, Eclipse, npm, notepad++.
    4. Node.js and Tomcat 8 for testing.
Back-End technique: Java, Hibernate.
Database: MySQL.
Tasks performed:
    1. Worked closely with clients to discuss the requirements for the project.
    2. Worked closely with back-end developers on communication between front-end pages and back-end APIs.
    3. Design web pages, user interfaces.
    4. Involved in requirement analysis, architecture design and project plan through communicating with clients and teammates.
    5. Write css, typescript and javascript code to realize interactions and animation effects.
    6. Create html templates, write JSP code to create dynamic pages, and make it collaborate with Angular(for contents that are not interactable), also use Ajax, Http method to realize interactions.
    7. Style html templates using css(pre-processor: scss).
    8. Restful design, make the website restful and work with restful APIs.

9. Design structure for web content based on AngularJs2 components and routing.
10. Deal with server side url rewrite to make Angular2 router work on the server.

Shanghai Tuojiu Network Technology Co. Ltd.   **December 2015 - April 2016**
Front-End Web Developer
Main task: Finish work assigned by superviser.
1. Create dynamic pages using javascript(Front-end rendering).
2. Communicate with and 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.

Nuoxin Network, Hangzhou, China   **July 2015 - November 2015**

Front-End Web Developer

Main task: Finish work assigned by superviser.
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.

University of New Brunswick   **September 2014 - November 2014**
Course Project: Computer Graphics 3D Tank game.
Team Size: 3.
Role: Team leader.
Techniques: HTML, JavaScript, WebGL.
Tasks performed:
    1. Involved in requirement analysis and project plan.
    2. Work closely with teammates on coding and data exchange.
    3. Did most of the coding.
    4. Main presenter for the project in the final class.
    5. Presentation Video: https://www.youtube.com/watch?v=HSdCC5DKf9s

University of New Brunswick   **January 2013 - April 2013**
Course Project: The purpose of this SRS is to provide a description of an online store used to rent or post rooms online. The intended audience of this SRS are markers of the CS2043 software engineering group project, and serve as documentation for the Group 5.
Team Size: 4.
Role: Coder and team leader(we take turns to be the leader).
Techniques: Java, Java Swing, JDBC, MySQL.
Tasks performed:
    6. Involved in requirement analysis and project plan.
    7. Draw UML Diagrams.
    8. Work closely with other teammates on coding and data exchange.

9. Database management.

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