

求职意向: Java/Android

杨金霄

籍贯: 安徽蚌埠

出生年月: 1992.03

电话: +86-156-5599-3269

邮箱: Jinxiao.Young@gmail.com

教育背景

2014.09-2017.04 上海大学 控制理论与控制工程 硕士 10%

✓ 上海大学一等奖学金 (2014)、上海大学二等奖学金 (2015)

✓ 发表核心期刊论文 1 篇、软件著作 1 项

个人技能

- 扎实的 Java 基础及面向对象的编程思想, 掌握 I/O、集合、多线程、JMM、GC 等知识
- 良好的 Android 基础, 熟练系统组件、动画框架的使用, 熟悉网络通信机制
- 理解并掌握 Android 消息机制框架, 自定义控件封装, 事件分发等知识
- 对常见的内存泄露的出现原因及解决办法, 事件响应冲突的解决有一定认识
- 熟练使用 git, adb 命令, Gradle 构建工具及 Android 平台性能分析工具
- 了解 HTML/CSS、JavaScript、Python、PHP 及常用的 SQL 语句
- 熟悉常用的数据结构与算法、常见的设计模式以及软件开发迭代流程
- CET-6 (504 分), 具备基础英语口语交流能力及扎实的文献阅读能力
- 个人博客: http://www.jianshu.com/users/dee155038264/latest_articles (简书搜索作者 "JxYoung")

实习经历

途牛旅游网·机票事业部

2015.10-2016.07

工作内容: 独立负责途牛 APP(Android 客户端)国际机票品类的需求开发、维护及代码优化与重构。

实践经历

Gomuku 五子棋

2016.06-至今

游戏简介: Gomuku 是一款单机双人对弈的五子棋游戏, 目前项目仍在维护中, 并开源在 Github 上。

项目地址: <https://github.com/adty1992/gomoku>

GuessMusic 猜歌游戏

2015.07-2015.09

游戏简介: GuessMusic 是一个猜歌闯关游戏, 玩家根据所听到的歌曲在给定待选文字中选择歌曲名称。如果答对, 则得到金币奖励并进行下一关; 如果答错, 则消耗已有金币。

基于单片机的采煤机恒功率控制原理实现

2013.03-2013.06

项目简介: 基于煤矿开采时采煤机所遇煤层情况不同, 算法层面上设计采煤机使其在不同工况下都能够达到功率的稳定, 使用 Keil 软件编写主程序, 在单片机开发板上进行连接和调试, 实现其功能。

科研情况

基于智能轮椅的语音识别系统

2014.09-至今

项目简介: 该项目是为了实现用于控制智能轮椅的语音识别系统, 目前所做的主要工作是在室外环境下对语音进行双麦克风降噪以期得到尽可能高信噪比的控制语音。采用到达时间差(TDOA)基础理论和自适应噪声对消理论并在其基础上进行优化改进使其适应本项目所述语音识别系统。

Jinxiao Young

Native place: Anhui

Data of birth: 1992.03

Tel: +86-156-5599-3269

Email: Jinxiao.Young@gmail.com

Education Background:

Shanghai University	Control Theory and Control Engineering	Master	2014.09-2017.04
Huangshan University	Automation	Bachelor	2009.09-2013.07

Personal Skills:

- Master Java programming , including I/O, Collections, Threads, JMM, GC, etc.
- Familiar with Android basic components, threads and network operations
- Good knowledge of Android message framework, custom view(layout) and event dispatch
- Have aware of common leak memory situations and relative solutions
- Skillfully use git, adb commands, Gradle build tools and performance analysis tools on Android platform
- Understand about HTML/CSS, JavaScript, Python, back-end PHP language and common SQL statements
- Familiar with data structures and algorithms, and also design patterns
- CET-6 (504 points) certificate, fluent in verbal and written English

Internship Experience:

Tuniu Inc 2015.10-2016.07

Job duties: responsible for iterative development and code optimization and reconstruct of international plane category of Tuniu Android App(responsible for this piece of work independently during 2015.12-2016.06)

Practice Experiences:

Android APP (Gomuku) 2016.07-Now

Game introduction: It is a console gomoku game with two players. This project is still in maintenance, and managed in Github now. Link: <https://github.com/adty1992/gomoku>.

Android APP (Guess Music) 2015.07-2015.09

Game introduction: It is a game that player chooses the text buttons which he/she thinks is right according to the song. If the answer is right, user could get the gold award; otherwise, consume existing gold.

Constant power control principle implement based on SCM 2013.03-2013.06

Project introduction: Code main program using Keil to implement constant power principle and connect and debug On MCU development board to implement its function.

Research Experience:

Speech Recognition System based on intelligent wheelchair 2014.09-Now

Project introduction: The goal of the project is to achieve a speech recognition system to control wheelchair. The work now is to raise the SNR among various kinds of noise environments. Adapting TDOA and Noise Canceling principle and also improving the principles to make it more suitable for the SR system.

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