

ANYUAN YU

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Education

Carnegie Mellon University

Sep. 2021 – Dec 2022

Master of Science in Software Engineering

Mountain View, CA

Courses: Foundations of Computer Systems, Foundations of Software Engineering, Cloud Infrastructure and Services

University of Electronic Science and Technology of China

Sep. 2017 – June 2021

Bachelor of Engineering in Software Engineering; GPA(3.93/4.0); Top 8%

Chengdu, China

The University of Texas at Austin, Summer School

July. 2018 – Aug 2018

2018 English & Academics for Software Engineering Program

Austin, Texas

Technical Skills

Languages: JavaScript, HTML/CSS, Python, Java, C, Typescript, SQL

Frameworks : React, React Native, Redux, Node.js, Flask, Hadoop

Database and Tools: SQLite3, PostgreSQL, MongoDB, Git, Latex

Internships

Ping An Technology

May 2021 – August 2021

Software Development Engineer Intern

Shenzhen, China

- Designed and constructed the entire frontend and backend modules of the AI Instrument Museum web application which can identify 22 kinds of Chinese traditional instruments through the picture or audio of instruments
- Frontend: Translated static designs into interactive elements of web applications using HTML+CSS+JavaScript with Jinja2 template engine and implemented enhancements like drag & drop files uploading and loading animation to improve web functionality and responsiveness
- Backend: Developed various APIs such as integrating the deep learning model into the web application and uploading files to the web server using Python Flask and SQLite3+SQLAlchemy data models

SAP

April 2020 – September 2020

Software Development Engineer Intern

Chengdu, China

- Finished 7+ tasks in backlog when developing the desktop version of SAP Sports One, including adjusting the user interface using SAP UI5 framework, modifying RESTful APIs using XS Engine in HANA DB, and changing HANA database schema and queries for new process's features
- Built 5+ SAP Sports One Mobile Version front-end components with high reusability using React Native
- Implemented an efficient front-end state management method to handle real-time customer data with React-Redux
- Developed an intelligent bot to automate repetitive manual processes for Taiwan Cement Corporation using SAP Intelligent RPA (Robotic Process Automation), which improved their workflow efficiency by 30%

Project Highlights

FSE Chat Room, Summer Project

August 2021

Carnegie Mellon University

Chengdu, China

- Built a real-time chatting web application for Students in the FSE course to communicate before the semester begins using Node.js with express.js and HTML+CSS+Javascript with Twig template
- Utilized socket.io to implement real-time client-server communication and middlewares like express-session and passport to realize user authentication
- Linked SQLite3 database to the HTTP server which could provide all the CRUD(Create, Read, Update and Delete) capabilities for user information and chat messages

Content Creation Platform

October 2020 – December 2020

University of Electronic Science and Technology of China

Chengdu, China

- Translated designs into high-quality code and wrote application interface code via JavaScript following React.js workflows
- Utilized React-Redux to manage the application state and applied redux-thunk middleware to manage complex synchronous logic and async logic like AJAX requests
- Used immutable.js for implementing immutable patterns for state management and built multiple UI components with Styled Components to increase reusability and scalability

Dragon Boat

March 2019 – July 2019

University of Electronic Science and Technology of China

Chengdu, China

- Won 3rd national prize in China Collegiate Computing Contest. A gaming design project, combines music with racing gameplay, implemented by Cocos Creator (a 2D game engine) via JavaScript programming language.
- Collaborated with 4 people and responsible for the main game logic, gameplay design and coding.

- C. Huang, A. Yu, Y. Wang and H. He, "Skin Lesion Segmentation Based on Mask R-CNN," 2020 International Conference on Virtual Reality and Visualization (ICVRV), 2020, pp. 63-67, doi: 10.1109/ICVRV51359.2020.00024.
- Cheng Huang, Anyuan Yu, and Honglin He. 2020. Using combined Soft-NMS algorithm Method with Faster R-CNN model for Skin Lesion Detection. 2020 6th International Conference on Robotics and Artificial Intelligence. Association for Computing Machinery, New York, NY, USA, 5–8. DOI:<https://doi.org/10.1145/3449301.344930>