

SHIJUN CAO

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EDUCATION

Northeastern University

Master of Science in Information System

University of Illinois at Urbana-Champaign

Bachelor of Engineering in System Engineering and Design

Minor in Computer Science

Boston, MA

Excepted Graduation: Dec 2021

Champaign-Urbana, IL

Aug 2015 - Dec 2019

SKILLS

- *Programming languages:* Java, Python, C/C++, C#, SQL, JavaScript, Angular, React, HTML
- *Technical:* Java App Development, Machine Learning, Artificial Neural Network, User Interface Design.

EXPERIENCE

Northeastern University

Research Assistant

Boston, MA

Jan 2020 – Feb 2020

- Customized the latest Microsoft Azure Kinect sensor by implementing the SDK provided by Microsoft to fulfill the client's request
- Increased Azure Kinect Sensor depth frame cycles by 30% to process a body frame by restructuring the algorithm

ChineseAll Digital Publishing Group Co. Ltd.

Software Engineering Intern

Shanghai, China

May 2018 – Aug 2018

- Reorganize and sample the data by Python Pandas and other statistical skills.
- Improve the data sampling speed by writing a program that to help the company to fully utilized for future data analysis as well as for other developers

PROJECTS

Sorting Visualizer Web Application (2020)

- Using React and JavaScript to build a Sorting Visualizer Web to animate the sorting process including merge sort, quick sort, bubble sort and so on. Helps people to better understand the sorting algorithm.
- Access here: <https://caosj96-shenhua.github.io/Sorting-Visualizer/>

Java Software Application (Northeastern University, 2020)

https://github.com/caosj96-Shenhua/Supply_Chain_Management

- Design a Java Application that focus on the construction and operations of a digital platform in shoes manufacturing domain, severing as a communication system for specialists and administrative operational personnel.
- Opens the possibility for many useful uses that are critical to the safety and well-being of shoe industry, as well as effectiveness in delivering quality service, and efficiencies to ensure that the services are affordable.

Microsoft Azure Kinect sensor Research Project (Northeastern University, 2020)

- Use the latest Azure Kinect SDK provided by Microsoft to render a body frame by using C# and OpenGL.
- Develop a body tracking system that running at 30 fps from the image captured by Kinect.

Cushman & Wakefield Intranet Gamification for Enhancement of Employee Participation

(University of Illinois Cushman & Wakefield, 2019):

- Using Angular to build front end User Interface portal and a REST-Backend with ASP.NET Core to connect to the database with all the employee information of Cushman Wakefield. Include UI/UX design.
- Using Microsoft Azure as the hosting for the gamification engine, develop a universal engine to add gamification components to internally built apps to promote employee involvement and interaction.

Database web application (University of Illinois, 2019):

- Build a web application using JavaScript, HTML and React to analyzed parking tickets in the city of Los Angeles (Real time updated by maven) by connecting database server
- Using MySQL to Web server which has a Java server pages in used to collect input from registered users
- Analyze over 1,000,000 records from database, getting most likely area to get a parking ticket to users by cross matching the longitude and altitude data of each citation with a map of Los Angeles.