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**EDUCATION****Xi'an Jiaotong-liverpool University**

September 2020-May 2022

Information and Computer Science

**The University of Liverpool**

Department of Computer Science

September 2022-May 2024

BS Computer Science

- Cumulative GPA: 3.57/4.0
- Relevant Coursework: Principles of Game Design, App Development, Software Engineering, Autonomous Mobile Robotics, Computer Vision, Cloud Computing

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**EXPERIENCE****TJ-Partners**

Beijing, China

Summer 2022

Cybersecurity Analyst

- Threat Intelligence: Gathered and organized data on local and global threats and vulnerabilities.
- Intelligence Analysis: Translated foreign data, analyzed insights, and provided strategic recommendations.
- Data Reporting: Analyzed threat data to produce relevant reports
- Research: Contributed to key cybersecurity research projects

**Full-Stack Java Learning Programm**

2021

- Proficiency in Java Full-Stack Development: Undertook autonomous learning to master Java full-stack development
- Mastery of Spring Boot: Acquired expertise in the Spring Boot framework, enabling rapid enterprise-level application development
- Web Development Foundations: Familiarized with essential tools and techniques like HTML, Maven, Tomcat, and foundational web development, equipping for end-to-end development processes
- Database Design & Management: Gained deep insights into database design and management, ensuring efficient data storage and optimization
- Successfully Designed and Developed a Food Delivery System: This system boasts features like user registration, login, and food ordering

**Python Web Scraping Programm**

2022

- Data Extraction Specialist: Engaged in web scraping techniques to extract and segregate data from diverse web sources.

**Team Project: Game Development & Design**

Summer 2023

- Game Programming Mastery: Gained in-depth comprehension of core 2D game development principles, such as main loops, frame rate controls, and input handling
- Physical Simulation: Implemented foundational physical effects like collision detection and rebound, enriching game realism
- Interaction Design Prowess: Acquired expertise in creating fluid user interactions using keyboard and mouse inputs
- Random Algorithm Deployment: Utilized random algorithms to generate asteroid obstacles, enhancing game difficulty and playability
- Graphics Interface Design: Acquainted with 2D graphics rendering techniques, offering players an immersive visual experience

**Coursework: C/C++**

Suzhou, China

2022

- Advanced C++ Programming: Gained an in-depth understanding of the advanced features of C++ and the utilization of its standard library through hands-on practice
- Data Structures & Algorithms: Learned the effective representation and manipulation of data using two-dimensional matrices and sparse data structures
- Computational Theory: Enhanced my comprehension of the Turing Machine theory, including its foundational role and significance in computer science
- Software Engineering: Elevated skills in code organization, project planning, and version control through the design and implementation of complex systems
- User Interface Design: Acquired proficiency in designing and integrating menu systems for user interactions

**Coursework: Bounty Hunter System Designer**

Suzhou, China

2021

- Graphical User Interface (GUI) Development: Successfully devised an intuitive user interface, facilitating effortless management and search of wanted criminals' records by users
- Data Management Expertise: Crafted a comprehensive system for bounty criminal information, supporting functionalities like addition, editing, deletion, and searching. Guaranteed each record's incorporation of essential data and photographs, aligning with law enforcement requirements
- Achieved seamless data storage and retrieval functionality, ensuring data longevity and security. This project, demonstrating technical prowess and project management acumen, was awarded a commendable score of 93%

**Coursework: Student Performance Data Analyst**

Suzhou, China

Summer 2022

- Data Preprocessing: Successfully mitigated biases in student data across four distinct majors through meticulous observation and preprocessing, ensuring data quality and reliability
- Supervised Learning Expertise: Proficiently employed classifiers including Multi-Layer Perceptron (MLP), Logistic Regression, and K-Nearest Neighbors (KNN) for student data categorization. Additionally, cross-validation techniques were harnessed to augment model generalization and efficacy
- - Unsupervised Learning: Utilized the k-means algorithm for effectual unsupervised categorization of student data, achieving meaningful groupings

**Coursework: Database Design**

Suzhou, China

Summer 2020

- Database Design & Optimization: Conceived and structured multiple tables, such as base station information, regions and zones, and medical data including doctors, hospitals, samples, and test results, ensuring structured data storage and efficient querying
- Application of Geographical Information Systems (GIS): Mastered the categorization, management, and querying of regional data, offering geographically-informed support for epidemic control
- Medical Resource Management: Delved into the intricacies of medical resource allocation, designing comprehensive tables for doctors and hospitals to ensure organized allocation based on real-time needs
- Data Analysis & Reporting: Cultivated skills in extracting pivotal insights from sample and test data, generating epidemic reports and statistical analyses to inform decision-making
- Team Collaboration & Communication: Collaborated efficiently within a multifaceted team, ensuring consistent and holistic system design, while maintaining open channels of feedback
- Location Tracking Integration: Harnessed base station information for insightful tracking and analysis of individual movement trajectories, aiding in the effective tracing of epidemic spread
- Analysis & Reporting: Conducted thorough data analyses, drawing insights and generating comprehensive reports to support decision-making

**OTHER EXPERIENCE****WPS Office Tools Application at Blue Cursor**

Huaibei, China

Summer 2020

Data Analyst

- Publicity Management: Spearheaded the promotion of seminars, ensuring effective communication with the target audience
- Content Creation: Crafted promotional materials, amplifying event visibility and participation
- Collaboration: Partnered across departments, promoting society events
- Event Coordination: Aided in organizing large-scale seminars, ensuring smooth proceedings

**Huaibei Educational Center**

Huaibei, China

Summer 2021

English Tutor

- Instruction: Delivered English lessons to middle and high school students, catering to their individual learning needs
- Skill Development: Focused on enhancing students' English proficiency in reading, writing, speaking, and listening
- Assessment: Monitored and evaluated students' progress, providing feedback and tailored strategies for improvement

**XJTLU MITS Office**

Suzhou, China

October 2021 - April 2022

Computer Lab Volunteer

- Resource Assistance: Supported students and staff by addressing basic technical queries and facilitating optimal lab usage
- Equipment Management: Oversaw the operation of computer equipment, ensuring devices were properly powered on and off for optimized longevity and safety
- Lab Maintenance: Ensured the cleanliness and organization of the computer lab

**Peer Touring Club**

Suzhou, China

January 2021 - May 2022

Member of the Publicity Department

- Publicity: Led seminar publicity efforts, ensuring effective communication to target audiences
- Event Management: Assisted in organizing large-scale seminars, ensuring smooth event progression
- Content Creation: Crafted promotional materials, enhancing event visibility and engagement
- Collaboration: Collaborated with various departments to amplify club activities

**SKILLS****Language:** English (Fluent); Chinese (Fluent); Japanese; Spanish**Programming Language:** Java (Expert); Python(Intermediate); C; C++; Go**Interests:** Violin; Go; Badminton