

# JINMING NIAN

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## SUMMARY

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Seeking an entry-level full-time software engineer position starting from August 2023.

A solid software engineer with strong programming, OOD, analytical and mathematical skills. Has a wide range of project experience in mobile and web development.

## EDUCATION

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**MS in CSE**, Santa Clara University — GPA: 3.76/4.0 September 2021 - Present

Courses: Advanced Algorithms, Computer Architecture, Computer Networks, Database Systems, Distributed Systems, Object Oriented Design Programming, Operating Systems

**BS in Physics**, University of California, Davis September 2017 - June 2021

## WORK EXPERIENCE

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**Software Engineer Internship, Deltaphone** June 2022 - Present

- Implemented 6 full modules (e.g. material and equipment forms) using **SpringBoot** which dramatically increased code reusability, and loosely decoupled all the components in the application
- Designed 11 **MySQL** data tables, and utilized **MyBatis** to access and operate the data storage which provided high extensibility, and supported complex SQL queries that don't compromise performance
- Tested all methods on Data Access, Service, and Controller layers using **JUnit**, ensured 100% test coverage
- Created **RESTful APIs** for each module, and provided **Postman** collections for easier cross-team collaboration

## PROJECTS

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**Online Food Ordering System** August 2021 - October 2021

- Utilized **Spring MVC** and **Hibernate** to implement functionalities such as registration, ordering, and checkout
- Provided authentication & authorization via **Spring Security** to protect the application from malicious attacks
- Built the client-side with **React** and **Ant Design** to allow users to add items to the shopping cart and place orders

**Avalon Board Game Helper** July 2021 - August 2021

- Implemented an **iOS** App using **Swift** and Google Component Architectural **MVVM Pattern** to support voting and announcing customizable pre-game scripts which eliminates human errors and saves 10 minutes every game
- Developed custom vertical grid and animations for voting cards and character cards to improve user experience
- Gathered user feedback regularly, and updated many new features such as anti-cheat and adaptable pre-game scripts

**Customized UDP protocol** April 2022 - June 2022

- Implemented the server and the client in **C**, provided **REJ** and **ACK error handling** for both sides
- Designed the structure of data packets on top of UDP for special needs of a telephone network
- Built the option to import verification database for the server to authenticate client's eligibility

## SKILLS

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**Programming Languages:** Java, Python, C, C++, Swift, Go, SQL, JavaScript, R

**Frameworks:** Spring Boot, Spring MVC, MyBatis, Hibernate, React

**Tools/Systems:** Git, Linux, Postman, MySQL, LaTeX