Dingyu Peng

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Education

University of Illinois Urbana-Champaign, 09/2019-05/2021

Master of Engineering in Mechanical Engineering   Expected Graduation: May 2021

University of Illinois Urbana-Champaign, 08/2015-05/2019

Bachelor of Science in Mechanical Engineering   Technical GPA: 3.47/4.00   Graduation: May 2019

Related Coursework: Data Structures Honors, Computer Systems & Programming, System Programming, UI Design, Applied Parallel Programming, Manufacturing Data & Quality Systems, Intro to Computing

Internship

Front-end intern Ouyeel International Inc. (e-commerce company of steel) 05/2019 – 08/2019

- Built a mobile-based social media app for employees to post thoughts and comments, with functions including lazy loading, advance/backward button, sorting by date, using webpack, Vue.js, AJAX, HTML, CSS, JavaScript
- Implemented the new home page for Ouyeel logistics platform according to design, from layout to interactive animations, using webpack, babel.js, HTML5, CSS3, Sass, JavaScript (ES6, jQuery)
- Contributed to the company front-end component library, implemented a province-city-area selector component with prototypal inheritance standard

Projects

Full stack project: freetitle.us student organization 01/2020 – Now

- Built a responsive website for student art community, had 70 active users and 5000 page visits
- Designed and created features including google sign-in, posting/editing blogs, public events and profile pages, real-time commenting and following, receiving notifications, sharing, light/dark mode, scroll memory, analytics
- Achieved with React, Redux, Hooks, Material-UI, Firebase, hosted on Firebase Hosing

Multiplayer Web game: Monopoly with combat (link in personal website) 11/2019 – 01/2020

- Made a web-based monopoly game that supports up to 4 players per room
- Players take turns to purchase land, upgrade, recruit soldiers, attack lands (resolve using dices based on the number of soldiers on either side), trigger random events, reach monetary or conquest victory
- Made with React, Pubnub api, hosted on Github Pages

Full-stack Development: Wechat pay for ASMR content freelancing project 06/2019 – 07/2019

- Allowed user to register and log in to browse ASMR content and unlock content via scanning Wechat QR code, without using Wechat API, avoiding censorship
- Developed an android app that listens to the payment alert on a cell phone (supports multiple phones to handle concurrency) and sends payment information to the server via API calls, unlocking the content for user
- Features: CAPTCHA verification, retrieve password from email, pagination, sorting by latest/hottest/other labels, subscribed content page
- Developed using HTML/CSS, JavaScript, Python, Django, Apache, MySQL, hosted on Ali Cloud

Skills

- Intermediate: React.js (Redux, hooks), HTML/CSS, JavaScript (ES6), jQuery, Node.js, Vue.js, Python, Django, Git
- Beginner: AJAX, RESTful, D3.js, Webpack, Gulp, SVN, CUDA