

Jin He

(801)-635-7407 / Email: jiiehe21@gmail.com

GitHub: <https://github.com/jiiehe>

EDUCATION

University of Utah College of Engineering

- Bachelor Degree of Science, Computer Science
- Major GPA: 3.6
- Bachelor Degree of Science, Economic

Salt Lake City, Utah

Expected Graduation: May 2019

RELEVANT SKILLS

Programming Languages

- C#
- C++/C
- Java
- Html/CSS
- JavaScript
- Racket
- MySql

Work Environments

- Windows
- Mac OS
- Linux
- SSH

Programming Environments

- Visual Studio
- Eclipse
- Putty
- Sublime
- Emacs
- WinSCP
- MySql Workbench
- NetBean
- QT
- Unity
- Unreal4
- GitHub

WORK EXPERIENCE

Teaching Assistant of Software Practice(Fall 2018)

University of Utah - Salt Lake City, UT

- Assisted a class with 260 students for assignment grading and exam grading to help professor improve the quality of education
- Covered Teaching Assistant help hours with projects and class materials understanding to help students build up grade in Software Practice Course
- Covered Lab Sections, instructed students lab content in Software Practice Course to support students review lecture and acquire extra knowledge

RELEVANT PROJECTS

Typing Practice Game (Fall 2017)

- Designed and Coded an third person game in C++ via QT that used to help children practice keyboard typing, the player would control the character to move around in the map, meanwhile some monsters also walked around the map, if the character touch with the monster. Then switch to another windows for battle, players need to type English word to beat the Monster. The application finished by 6 students group team, and use Box 2D for the game engine.

Sprite Editor (Fall 2017)

- a application used to draw pixel pictures and generate animation. It contained some interesting features, like change the speed of animation, property of pen, generate GIF picture.
- Used C++ and QT to implement.

Uber Management System Simulator (Spring 2018)

- Used MySql WorkBench to build the database for users and drivers, at least one car is required for user to register as a Uber driver.
- User could get available appointment time by searching a stable date, then pick up a time for appointment.
- Two students group team finished this project using HTML, JSP via Eclipse, JDBC, and MySQL WorkBench

Boggle Game (Spring 2017)

- An Online Boggle Game Client and Sever finished by two students group using C#.
- Data stored in the database. Players connected the game by typing server address, and allocated another player randomly.
- used some tools and programming idea like: callback, MVC, RESTful API, HttpClient.

Jin He

GitHub: github.com/jiiehe **Phone:** 8016357407 **Email:** jiiehe21@gmail.com

My name is Jin He, I am currently a full time student in Computer Science major and Economic major, meanwhile I am a teaching assistant of CS 3500 class.

I am interested in web programming, mobile app, applications for Mac and windows. I usually focus on some well-organized web pages and applications that contains simple but superb user interface. From this way, I know how to design applications with some useful HTML/CSS structures and some other GUI tools to make applications easy to use and make users feel comfortable. I am good at learning some new languages and tools; I am familiar with most languages but prefer C# and JavaScript, However I would like to accept challenges of learning new programming languages in a short time, which benefit team project as much as possible.

I finished Computer Security, Database, Programming Languages, and Asset Pipeline in past semesters. In addition, I am taking Web Architect Design Class in this semester, which give me abilities to code with C#, HTML/CSS, JavaScript, MySQL and C++/C. Moreover, Database design and serve development are also good for me. I have been working on computer networks for the past few month, concentrating on setting up servers, developing powerful databases with easy-maintenance capability and building up reliable connections between servers and clients.

In this semester and next semester, this will be my main course, I can contribute at least three hours every day for our project and feel free to contact me 24 hours include weekends to talk about our project. Of course, my goal for our project is hall of fame.