XIN YU (SHERRY) YUAN

YEAR 3, COMPUTER SCIENCE MAJOR

https://github.com/frostyshadows

Technical Skills

Languages	Java, C, Swift, HTML, XML, C++, JavaScript
Tools/Environment	IntelliJ, Eclipse, Android Studio, Xcode, Git, Github, Webstorm
Testing	JUnit, GDB, Xcode unit testing, Mocha

Technical Projects

insightUBC (Academic Project)   September 2016 – December 2016

- Query engine for parsing and querying UBC courses and rooms data

- Implemented back-end to handle multiple queries in Typescript and Node.js and used HTML, CSS and jQuery for accessible front end

- Wrote unit tests using Mocha test framework

Rocket Poll (Launch Pad Project)   June 2016 – September 2016

- iOS app developed by iOS team, users can answer timed multiple choice questions posted by other users as well as create their own questions

- Implemented timer, tally of correct answers for each question, addition of user data to Firebase database after account creation and wrote unit tests

Learner's Quiz (Personal Project)   May 2016 – September 2016

- iOS road signs quiz to help users prepare for ICBC Learner's license test

- Implemented model classes to generate question, correct answer and three random answers, and calculation of score, as well as additional features such as previous attempts

- Implemented ViewController classes and worked with Auto Layout to display data from model classes

Pac Man Run (nwHacks Project)   February 2016

- Augmented reality Android running game implemented during nwHacks using Google Maps API, player's goal is to pick up virtual food pellets along running route while avoiding moving ghosts

- Implemented MainActivity menu and score calculator, wrote layout files with XML

- Worked on MapsActivity with rest of team, added location sensors and markers for Player and Ghosts

Mind The Gap (Academic Project)   July 2015 – August 2015

- Android transit app using Google Maps API created as part of Software Construction course

- Wrote JSON parsers to show location of stops and tube lines on the London Underground and display arrival information in real time

- Implemented model classes representing tube lines, tube stations, arrival boards and arrival estimates

Work Experience

University of British Columbia   **May 2016 – Current**
Undergraduate Teaching Assistant

- CPSC 121 Models of Computation and CPSC 213 Introduction to Computer Systems

- Leading labs, holding office hours, and marking assignments to help students understand course content and gain interest in computer science

Tutor Doctor   **August 2015 – August 2016**
Academic Tutor

- Taught high school Math and French

- Planned weekly sessions, found learning material, prepared students for tests, ensured communication between Tutor Doctor and parents

Volunteer Experience

UBC Launch Pad   **June 2016 – Current**
Mobile developer

- Planning and working on projects with the iOS and Android teams in a Scrum framework

UBC Focus on Women in Computer Science Committee   **September 2015 – Current**
Undergraduate representative

- Committee with the goal of bringing gender diversity to CS

- Attending committee events and planning and advertising events with other members

Greater Vancouver High School Science Association   **September 2015 – September 2016**
Scope Chief Editor / IT Assistant

- Oversaw team of volunteer writers and editors, increased rate of publication from biannually to bimonthly and improved social media engagement

- Did web development for GVHSSA's three websites, redesigned websites for consistency and navigability

Education

University of British Columbia   **Expected graduation: May 2019**
Bachelor of Arts, Computer Science

Chancellor's Scholar Award recipient

Interests and Activities

Hackathons	Participated in nwHacks, BizHacks and UBC Hacks
Visual Arts	15 years of experience including sketching, watercolor and Photoshop
Languages	Fluent in English, Mandarin and French
Music	Enjoys playing piano and attending concerts