

Yu Jiang

+1 612 423 7117 | jiang461@umn.edu

621 Huron Blvd SE Apt #2202C, Minneapolis, MN 55414

EDUCATION

University of Minnesota, Twin Cities College of Science & Engineering Minnesota, MN
Master of Science – Computer Science Major Sep 2011 – Dec 2013 (Expected)

GPA – 3.95 / 4.0

Related Courses:

- Programming Languages
- Data Communication & Networks
- Introduction to Data Mining
- Advanced Algorithm & Data
- Computer Graphics
- Advanced Compiler Techniques
- Software Engineering
- Operating System (Current Semester)

Tsinghua University Department of Automation Beijing, China
Bachelor of Engineering Sep 2006 – Jul 2010

EXPERIENCE

Smart Learning Inc. Minneapolis, MN
Part-time Software Developer Intern Mar 2012 – Jan 2013

- Individually design and develop the windows version of the company's major product Smart Chess based on its iOS version. [**C# .Net, MySQL**]

National CIMS Engineering Research Center Beijing, China
Software Developer Intern Oct 2010 – Jul 2011

- Individually designed and developed the strategy-view module of a state-of-the-art integrated enterprise modeling platform. [**C# .Net, SQL**]

PetroChina Planning & Engineering Institute Beijing, China
Software Developer Intern Summer 2009

- Implemented VCF (Volume Correction Factor) algorithm of petroleum products and developed external UI with other 2 group members. [**C++**]

PROJECT

Course Projects:

- Peer-to-Peer (P2P) File Sharing System Using Socket Programming [**Java**]
- Implementation and Execution of Denotational Semantics [**Haskell**]
- Basic Optimization of the Compiler Monta [**C**]
- Graphics Processing Pipeline Based on COLLADA Modeling [**C++**]
- Type-ahead Search Algorithm for A Specified Database [**C++, SQL**]
- Analysis and Diagnostic Tool for Financial Reports [**C#**]

Other Projects:

- Firefox Extension – eSports Game Reminder [**HTML, CSS, JavaScript, JQuery**]