

Guanyu He

Objective

To pursue a software engineer position.

Skills

Language C, C++, C#, Java

Web JavaScript, PHP, AJAX, MySQL, HTML, CSS, Flex

Tools Dreamweaver, Photoshop

Education

2012-2013(Expected) **Master of Science in Engineering: Computer and Information Science department**, *School of Applied Science and Engineering, University of Pennsylvania, PA, US.*
Graduation expected in Dec.2013

2008-2012 **Bachelor of Science in Computer Software**, *Tsinghua University, Beijing, China.*

Experience

2013.1.18–2013.1.20 Hackathon **Programmer**, *OmniChat*, In PennApps Hackathons 2013, University of Pennsylvania.
○ An online app that lets you chat with people around you by geolocation.
○ Worked on front end design and development.
○ Applied Google map API to acquire geolocation.
○ Skill Utilized: PHP, JavaScript, AJAX

2012.5–2012.7 Internship **Software Engineer**, Lab of School of Chemical Engineering, Tianjin University.
○ A tool that help chemistry engineers designing and evaluating the equipments.
○ Built up the whole project, including front end, logic, interface.
○ Created a module that allows user customize the GUI as his wish.
○ Applied mathematic methods to provide a function that exceed user's expectation.
○ Skill Used: C#

2011.6–2011.8 Research **Researcher**, *CommuteTime*, School of Software, Tsinghua University.
○ Commute Time is a metric that evaluate the distance between nodes on the digraph.
○ Apply it in Data Embedding and Analyzing, as well as 3D model searching and comparing.
○ Skill Utilized: Matlab, C++, tons of mathematic

2011.4–2011.6 Course Project **Project Manager**, *Programmer Battle game*, School of Software, Tsinghua University.
○ A webpage game where player can register and play cards with others. Support more than 100 players.
○ Managed the teamwork and project progress, merged conflicts on SVN, designed interface and socket for the whole project.
○ Worked on the server end. Tested the game from dozens of aspects.
○ Skill Utilized: Java, Flash(Flex), Apache Tomcat, BlazeDS