Hui YANG

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University of Chicago, Chicago, Illinois   Expected 3/2020

- *Master of Science* in Computer Science, GPA:3:67
- Relevant Courses: Cloud Computing, Distributed System, Parallel Programming, Machine Learning

Fudan University, Shanghai, China

- *Bachelor of Engineering* in Nuclear Science and Technology, GPA:3:69   07/2018

Skills

- Java, Go, Python, Swift
- Flask(Web App Framework)
- iOS development

- JUnit, Mockito
- AWS

Work Experience

SDE Intern   6/2019-9/2019
Amazon.com Inc., Seattle, WA

- Designed, built and tested the pipeline that performed anomaly detection using Random Cut Forest algorithm with streaming inputs.
- Built and tested the feature to handle the delay of ETL task dependencies. Forced dependencies if forcing would not cause data inconsistency. Alarmed upstream team for delay otherwise. Summarized automated actions and sent an email to on-call.

Course Projects

A Genomics Computation Service, *Cloud Computing*

- Implemented a web service that computes the genomic data submitted by users. Developed the RESTful API with Flask and web templates with HTML.
- Integrated Stripe (an online payment processing service) to manage payments and subscriptions
- Deployed the web server on AWS EC2 instance with AWS S3, DynamoDB, ELB, SQS and SNS.

A Distributed Key/Value Database based on Raft, *Distributed System*

- Used ZMQ library for node communication at socket level.
- Designed the API that facilitates leader election and log replication among nodes.
- Developed and tested a fault-tolerant distributed key/value database with Raft algorithm

Flight Tracker App, *iOS Development*

- Created a user-friendly interface that plots real-time flight trials using Google Maps API.
- Implemented features that allow users to search a flight by its number and add it to Favorite.

Money Transfer Database, *Database*

- Developed a money transfer database like Venmo in MySQL.
- Created an interface website powered by database using PHP and HTML to allow front-end operations.

Frogger Integrated with Typing Game, *Java Programming*

- Developed a typing game engine which has the game interface of Frogger including player controller, collision detection, score system, state transitions and level transitions