

YUN-CHI HSIAO

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PROFILE

A self-motivated upcoming computer science graduate with solid programming background based on two-year experience of accomplishing several challenging. I possess competent problem-solving ability and interpersonal skills. I am also familiar with operating system through applying the concept of C Language and have a good understanding of object-oriented programming from appending features in various applications. I am a great team player who learnt from collaborative coding projects with classmates in school.

EDUCATION

BACHELOR OF SCIENCE: COMPUTER AND SOFTWARE SYSTEM

Expected in 07/2022

University of Melbourne , Melbourne VIC

The grade of Major Subjects:

- Object Oriented Software Development - H1 (89)
- Algorithm and Data Structure - H1 (86)
- Software Modelling and Design - H1 (80)

HIGH SCHOOL

11/2018

Glen Waverley Secondary College , Melbourne VIC

PROGRAMMING KNOWLEDGE

- **Language:** C, Java, JavaScript
- **Framework & Library:** React, Unity
- **Database:** MySQL
- **Tool:** GitHub, Jira, Confluence, Figma
- **Web Development:** HTML, CSS, JavaScript, JSON, Material UI
- **Algorithms and Data Structures:** Array, Linked-list, Binary search, Hashing, Sorting
- **Network:** TCP, UDP, OSI Model, DNS
- **Operating System:** Processes and Memory management, Cryptography
- **Software Modelling and Design:** GRASP, GoF patterns, Domain and Design model

PROJECT EXPERIENCE

Web Development (JavaScript, React, Java, Sprint Boot):

- Designed and developed a proficient personal CRM web-based application.
- Familiarized with software architecture.
- Applied Figma to create user interface template.
- Participated in user interface design.
- Learnt how to set API to communicate between frontend and backend.
- Experienced team-based workflow and strengthened communication skill.
- Contacted client and understood the client's requirements.
- Handled project management by using Confluence, Jira, and Slack.

DNS Server Management (C Language):

- Understood DNS packet (via Wireshark)
- Practiced the socket connection
- Created an analyzer for the incoming requests.

- Constructed caching feature and multi-threads functionality by pthread
- Forwarded the client's inquiry to upper DNS server and replied with correct IP address

Process-Scheduling Management (C Language):

- Familiarized with process scheduling in a multi-processor environment
- Simulated and allocated CPU to the running processes
- Used various CPU Scheduling Algorithms to meet various requirements

Coordinates(map) Searching (C Language):

- Familiarized with using struct and malloc.
- Transformed the information into linked-list data structure.
- Used KD-tree to store the incoming data by its coordinates
- Experimented the different results of inputting sorted & unsorted data to a tree structure

Ray Tracing (C#, Unity):

- Exported an image from a three-dimensional scene which contains several objects.
- Familiarized with vector calculation.
- Created Fresnel effect and anti-aliasing functionality.
- Computed shadow ray, diffuse material, reflective material, and refractive material.

Projects are displayed on GitHub <https://github.com/is0xjh25>

WORKING EXPERIENCE

- **Boronia Two-dollar Shop:** Cashier (from Jan 2021 to Jun 2021)
- **Prime Removalists:** House mover (from Nov 2018 to Jun 2021)

HOBBIES

- Playing basketball
- Going to gym
- Jogging
- Meditation
- Watching movies

REFERRES

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