James Young

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EDUCATION

The Hong Kong University of Science and Technology — Hong Kong
BEng in Electronic Engineering — *Sept. 2020 – Present*

- **GPA:** 3.02
- **Relevant Coursework:** Intro. to Computer Science, Programming with C++, Object-Oriented Programming and Data Structures, Intro. to Computer Organization and Design, Computer Communication Networks, Intro. to Embedded Systems

SKILLS

Programming Languages: Javascript, C, C++, Python
Frameworks: ReactJS, Django
Tools/Software: Git, Linux
Languages: English (Native), Mandarin (Conversational)

WORK EXPERIENCE

IoT Intern | Graphite Venture Limited 🔗 — December 2022 – May 2023
C++, ESP32, Arduino — *(Full and Part Time)*

- Developed Arduino libraries for reading water sensor data with ESP32 and sending sensor data to AWS through MQTT with a SIM7600G module.
- Created an Arduino library for communicating to multiple ESP32 with ESP-Now protocol.

PROJECTS

HTTP 1.1 Web Server 🔗 | *C*

- Created a simple HTTP 1.1 web server in C that is able to serve static web pages and images to a client's web browser.
- Uses concepts of socket programming to connect client and server and HTTP protocol to serve files.

To-Do List 🔗

- Created a to-do list website using Django framework with user authentication and ability for user to create, update, and delete each task.
- Deployed Django application on an AWS EC2 instance with Docker using Gunicorn, Nginx-Proxy, Letsencrypt, and Postgres as database.

Tic-Tac-Toe with Minimax 🔗 | *C++*

- Created a terminal tic-tac-toe game with option to either play against AI or another person.
- AI uses minimax algorithm to determine the best move each turn. Used tree data-structure for storing different board states in each turn.

EXTRACURRICULAR ACTIVITIES

- HKUST Football Team — Jan. 2021 - Present