

JIECHENG CHEN

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Address: 39939 Stevenson Common, Fremont, CA 94538

Computer Science graduate student, learned Java, C++, C#, security, iOS developing, web developing

Looking for a fulltime job in 2018

EDUCATION

Syracuse University, NY

May 2018

Master of Science, Computer Science, GPA: 3.3/4.0

Courses: Object Oriented Design, Software Modeling & Analysis, Design and Analysis of Algorithms, Principles of Operating System, Internet Programming, Computer Security

Ball State University, IN

May 2016

Bachelor of Science, Computer Science, GPA: 3.64/4.0

Awards: Deans List (Top 5%), Excellent Graduate

SKILLS

- Programming languages: Java(expert, 6 years), J2EE(4 years), C++(4 years), C#, swift
- Web programming: HTML, CSS, JavaScript(3 years), JSP, Servlet, JDBC, ASP.NET
- Database system: MySQL(6 years), Access
- Related skills: IP Networking (TCP/IP), OS, Linux, Git

EXPERIENCE

J2EE Project: Online Order System

Syracuse University, Spring 2018

- Generated a system which can make menu for restaurants and make online order for customers.
- Achieved mainly by HTML5, CSS3, Bootstrap, JavaScript, Servlet, MySQL.
- Extended functionality such as easily modify menu on web page, help to reduce workload on client and improved visual effects by using JavaScript.
- Realized front and back end independent development and optimized the system by carrying through tests.

C++ (Object Oriented Design) Project: NoSQL Database

Syracuse University, Spring 2017

- Achieved a NoSQL Database supporting multi-type with key/value pairs.
- Support automatically persist database to XML file and restore the database from XML file.
- Support queries to achieve add, delete, modify and search data by detect keywords in queries.
- Implemented type analyzer to detect data type elements of a C++ code and dependency analyzer to indicate dependence relationship and string component for each C++ file.

C# Project: Test Harness Collaboration Federation

Syracuse University, Fall 2016

- Built a test automation framework to support continuous integration test among client, repository and server.
- Expanded the server to support multithreading, and to assign AppDomain for each task.
- Developed an Operational Concept Document with all the design detail.

PROJECTS

Servlet and JSP Project: Online Bookstore

Syracuse University, Fall 2017

- Developed a dynamic bookstore website made by MVC design pattern.
- Accomplished mainly by servlet, JSP, JDBC, MySQL.
- Achieved the product browse, search, perchance, user manage and order manage functions.
- Improved code reuse, increased code expansibility and reduced coupling by using web frame.

Java Project: Battleship Game Development

Ball State University, Fall 2014

- Completed the Battleship Game in JAVA, with an operable, user friendly interface, which contains images, sounds, and actions.
- Implemented Object Oriented Design and Clean Code principles to improve code adaptability and flexibility.
- Supplemented a computer player owns analysis ability. The computer can infer the unknown position by the basis of known position and the player's past behavior.