

Basic Information

Yang Boyu (Jerry) male

Dept. of Computer Science Freshman

Studying in the UK, the usual address is Beijing, and accepts offline interviews

Contact information

Wx: JerryYangboyu

Email: yangboyu2021@outlook.com, boyu.yang.21@ucl.ac.uk

IT experience:

Personal GitHub: <https://github.com/jerryyangboyu>

Personal LinkedIn: <https://www.linkedin.com/in/jerryyangboyu/>

personal project:

Dongxin Test Framework

Github address: <https://github.com/jerryyangboyu/dongxin-test-framework>

Description: During the company's internship, served as the automated testing related work in the testing department. Together with two other team members, we developed a test framework that meets the company's business requirements, and was affirmed by the department leaders. The test framework mainly supports multi-threaded testing, stress testing and other functions. For details, please refer to GitHub.

PseudoScript-programming-language

GitHub address: <https://github.com/jerryyangboyu/PseudoScript-programming-language>

Description: I taught myself the principles of university compilation in high school, designed a brand-new programming language by myself, and wrote the front-end code of the relevant compiler in the Java language. Later, due to the CIE preparation project, the update was stopped.

A Level website

Website: <https://cie.boyu.pro/>

Github address: <https://github.com/jerryyangboyu/my-past-paper>

Description: A Level sprint A* made on the eve of preparation, pure front-end project, paper source is gce website, developed using Vue2.0. It mainly solves the need to quickly lock the test paper while watching the test questions while watching the answer comparison on a tab page of the browser.

Personal website development (under maintenance)

Description: The project is relatively early and there is no online address. Mainly use the Express framework in NodeJS as the back-end server development. Use Vue2.0 front-end framework to develop front-end SPA applications. The website includes a front-end display page and a back-end copy management system. The whole process of the website is developed by myself.

Personal technology stack:

Front end: Vue2.0, ElementUI, React, small program development that has learned uniapp

Backend: SSM family bucket (SpringBoot, SpringMVC, MyBatis). During the internship in the company, I read the relevant source code of Spring, and understood some knowledge of Java reflection to build the framework. Familiar with the back-end architecture of ToB products of medium-sized Internet enterprises, as well as related processes such as code development, code review, and Git/Maven code management. Familiar with common development scenarios and common frameworks of NodeJS, you can quickly get started to build reliable back-end services.

Languages: JavaScript (proficient), Java (proficient), C++/C (beginner), C# (syntax), Python (be able to write basic functional scripts), Bash (enough to meet common system script requirements)

Internship experience:

Beijing Zhizhangyi Co., Ltd. (two internships)

2020 Winter Holiday Front-end Development Engineer

Responsible for the company's MBS docking project with the manufacturing industry, mainly responsible for the development of the back-end management

system web UI. At the same time, code optimization and writing common component library work

2021 summer Java back-end development engineer

Responsible for the development of a test framework and automated testing of the underlying modules of the company's MBS service.

Responsible for the technical research work of the company's ios certificate application process automation, mainly responsible for researching cross-language communication issues, and proposed the use of thrift for RPC cross-language communication and Java Native Interface, which promoted the promotion of the project.

High school club experience:

President of Computer Competition Society

He used to be the president of the ICC American Computer Science League competition club. He was responsible for coaching students in competition issues, discussing and communicating algorithm issues together, and finally leading the team to the finals.

Robot club member

Communicate code issues with group members in the group to help students with relatively weak programming foundations understand programming. At the same time, I learned the C language robot programming related to arduino, and worked with the team members to overcome difficulties.

基本信息

杨博宇 Jerry 男

Dept. of Computer Science 大一

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联系方式：

Wx: JerryYangboyu

Email: yangboyu2021@outlook.com, boyu.yang.21@ucl.ac.uk

IT经历:

个人GitHub: <https://github.com/jerryyangboyu>

个人领英: <https://www.linkedin.com/in/jerryyangboyu/>

个人项目:

Dongxin Test Framework

Github地址: <https://github.com/jerryyangboyu/dongxin-test-framework>

描述: 在公司实习期间, 担任测试部门的自动化测试相关工作。和另外两位组员一同开发了符合公司业务要求的测试框架, 得到了部门领导的肯定, 该测试框架主要支持多线程测试, 压力测试等功能, 详情请参考GitHub。

PseudoScript-programming-language

GitHub地址: <https://github.com/jerryyangboyu/PseudoScript-programming-language>

描述: 在高中时期自学大学编译原理, 自己设计了一个全新的编程语言, 并使用Java语言编写了相关编译器的前端代码。后来因CIE备考项目停止更新。

A Level 刷题网站

网址: <https://cie.boyu.pro/>

Github地址: <https://github.com/jerryyangboyu/my-past-paper>

描述: A Level冲刺A*备考前夕制作, 纯前端项目, paper source是gce网站, 使用Vue2.0开发。主要解决了浏览器一个标签页一边看试题一边看答案对照同时快速锁定试卷的需求。

个人网站开发 (正在维护)

描述: 项目比较早, 没有在线地址。主要使用NodeJS中的Express框架作为后端服务器的开发。使用Vue2.0前端框架开发前端SPA应用。网站一共包括前端展示页面和后端文案管理系统, 网站全程由我自己一个人开发。

个人技术栈:

前端: Vue2.0, ElementUI, React, 学过uniapp的小程序开发

后端：SSM全家桶（SpringBoot, SpringMVC, MyBatis）。在公司实习期间阅读过Spring的相关源码，了解一些Java反射相关知识用来搭建框架。熟悉互联网中型企业的ToB产品的后端架构，以及代码开发，代码审查，Git/Maven代码管理等相关流程。熟悉NodeJS的常见开发场景以及常见框架，可以快速上手搭建可靠的后端服务。

语言：JavaScript（熟练），Java（熟练），C++/C（入门），C#（语法），Python（能够写基本功能性脚本），Bash（足够应付常见的系统脚本需求）

实习经历：

北京指掌易有限公司（两段实习）

2020年寒假 前端开发工程师

负责公司MBS对接制造业的项目，主要负责后端管理系统网页UI的开发。同时进行代码优化，编写通用组件库的工作

2021年暑假 Java后端开发工程师

负责开发测试框架，对公司MBS服务的底层模块进行自动化测试。

负责公司ios证书申请流程自动化的技术调研工作，主要负责研究跨语言通讯的议题，提出了使用thrift进行RPC跨语言通讯以及Java Native Interface的方案，促进了项目的推动。

高中社团经历：

计算机竞赛社团 社长

曾经负责ICC美国计算机科学联赛竞赛社团的社长，负责辅导同学的竞赛问题，一同探讨交流算法问题，最终带领团队走进决赛。

机器人社团 社员

在组内与小组成员交流代码问题，帮助编程基础相对弱势的同学理解编程。同时学习了arduino相关的C语言机器人编程，与小组成员一同攻克难关。