



JIAJUN YU (JASON)

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EDUCATION

Bachelor of Computer Science (Advanced) | The University of Adelaide, Australia

Mar 2021 – Nov 2023

- Courses: Object-Oriented Programming, Algorithm Design & Data Structures, Web & Database Computing, Computer Systems, Algorithm & Data Structures Analysis, Algebra and Calculus (Mathematics), Statistical Modelling & Inference II
- GPA: 7.000 / 7.000 (High Distinction Average) WAM: 93.063%

WORK EXPERIENCE

Student Researcher | The University of Adelaide, Australia

Nov 2022 – Present

- Research Topic: Facilitate the use of code quality feedback tools for novice programmers
- Use problem solving skills to analyse and visualise data, develop new code quality checkers to further detect code smells

Academic Tutor | JR Academy, Australia

Jul 2021 – Present

- Prepare and deliver content to enhance university students' understanding in relation to relevant concepts and theories
- Formulate customized plans for university students to support future academic, personal, and professional development

PROJECTS

Adelaide CS Community | Java, Spring Boot, SSM, MySQL, Redis, Kafka & Elasticsearch

Dec 2022 – Feb 2023

- Built a full-stack forum application with Java and Spring Framework. Features include managing users, posting contents, filtering sensitive words, commenting on posts, like and follow, ranking, searching, publishing system notifications etc.
- Majorly worked on backend implementation (Developed data access objects, services, controllers, utilities) and testing.
- GitHub Link: [Adelaide CS Community GitHub Repository](#) Blog Post: [Adelaide CS Community Development Records](#)

Adelaide Summer Research Project | Python, BASH, Pylint, Hyperstyle & Microsoft Excel

Nov 2022 – Feb 2023

- Familiarized with the use and features of two code quality checking tools. Used BASH programs and Python to analyze outputs of Pylint and Hyperstyle generated from codes submitted by students (Jupyter Notebook, Python, Java files), and used excel to visualize the data. Developed a tool to filter Pylint error codes in groups by modifying the configuration file.
- Developed 'CPPAnalyzer' by analyzing the abstract syntax tree to check rules that cannot be detected by current tools.
- GitHub Link: [Adelaide Summer Research Project](#)

Synthetic Watermelon | C# & Unity

Nov 2022 – Dec 2022

- Built an interactive mini game based on Unity engine that allows users to control the drop of a randomly generated fruit.
- Used C# to implement behaviors of controlling the game, generating & synthesizing same fruits, calculating game scores.
- GitHub Link: [Synthetic Watermelon GitHub Repository](#)

Social Event Planning Webapp | MySQL & Node.js

May 2022 – Jun 2022

- Built a full-stack social event planning web application in a team of four. Features include managing users, creating events, searching, specifying availability, confirming attendance, email verification etc.
- Majorly contributed to database design & implementation, backend development. (MySQL, Node.js)
- Video Demo: [Socialah Video Demonstration \(YouTube\)](#) GitHub Link: [Socialah GitHub Repository](#)

ADDITIONAL EXPERIENCE AND ACHIEVEMENTS

- Global IQ Connect Program (2021) | Chinese IA Volunteer Tutor (2021) | Ravi's Study Program (2022)
- Recipient of Adelaide Summer Research Scholarship (Supervisors: Dr. Cruz Izu and Dr. Amali Weerasinghe) 2022
- The University of Adelaide Executive Dean's Award for Academic Excellence (WAM ≥ 90) 2022
- Recipient of The University of Adelaide College High Achiever Progression Scholarship 2021
- The University of Adelaide College Foundation Year Top Student in Overall Dux (97%) 2021

SKILLS

Proficient: Java, C++, Python

Experienced: C, C#, MATLAB, HTML, CSS, JavaScript, Node.js, MySQL