

Jade Ye

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

Bachelor of Science in Civil and Environmental Engineering, Honor, May 2014

GPA: 3.64/4.00

GENERAL ASSEMBLY STUDENT FELLOW

Jan 2023-July 2023

SKILLS

- **Technical Skills:** React.js, Node.js, MongoDB, Express, SQL, Django, HTML, CSS, Express, Django, C++, Python, JavaScript, MATLAB, RESTful APIs, Postman, AutoCAD, Civil3D, Inventor, Microstation, HydroCAD
- **Qualification:** Professional Engineer (P.E.) since Apr 2019

WORKS

Project Engineer, James J Benes Associate – Lisle, IL

Sep 2019 – Jan 2023

- Conducted site surveys to gather data, using engineering judgment to identify areas in need of improvement and ensuring accuracy in AutoCAD plans.
- Developed comprehensive construction project deliverables, including quantity and cost estimates, and effectively communicated these to government agencies to support project success.
- Design and plan drainage improvement, roadway construction, and lighting projects with AutoCAD and Microstation.

PROJECTS

AIcademy, solo project

Jun 2023 – Jul 2023

- Conceptualized and constructed AIcademy independently, utilizing **React** for frontend development to deliver an intuitive user interface that elevated course enrollment and user satisfaction.
- Pioneered cutting-edge assessment powered by the **ChatGPT API**, seamlessly integrating **Python Django** and **PostgreSQL** on the backend, offering instant feedback, grading, and comprehensive explanations to students.
- Implemented dynamic progress tracking using React, progress is calculated by total assessments and scores given by AI, allowing students to visualize their learning journey through interactive progress bars.
- Innovated personalized course collections, employing a blend of React and Python Django, enabling users to save and share preferred courses, fostering collaboration within the learning community.

CasaAmor Airbnb, group project, project lead

May 2023 – Jun 2023

- Developed a **MERN** stack Airbnb-style website for couples, featuring user, listing, booking, and reviews models.
- Integrated **Google Maps API** for address auto-completion, geocoding and displaying listing locations.
- Designed a sophisticated booking system that prevents the occurrence of overlapping bookings in frontend and backend, while allowing user rescheduling without overlapping booking or cancellation.
- Created user and host profiles with sections for future/past bookings, reviews, property management, guest bookings, and income tracking using **D3.js**.

Time Planner, solo project

Apr 2023 – May 2023

- Constructed a web-based task management calendar with tomato clock features and authentication using **Node.js**, **Express**, **MongoDB** and **EJS**, enhanced by APIs such as Bucketlist, Promodoro, and **Chart.js**.
- Empowered users to efficiently plan events, offering monthly, weekly, daily calendar views by implementing calendar API and customizable event searches by category, completion and date.
- Employed **Chart.js** to analyze users' task completion, tracking progress on a daily, weekly, monthly, and overall basis, enhancing insights into user productivity.
- Integrated the **ChatGPT API** that providing users with prompts and chat windows to strategically plan their day.

Hogwarts Treasure Hunt, solo project

Jan 2023 – Feb 2023

- Developed an interactive web-based game using **HTML**, **CSS**, and **JavaScript**, inspired by the Hogwarts treasure hunt from the Harry Potter series.
- Implemented various features such as clickable items, timer, timer extension, and animations to enhance the user experience and create an immersive gameplay environment.
- Created game logic and score tracking using vanilla JavaScript, resulting in a seamless user experience. Additionally, developed a dynamic leaderboard that displayed the top scores and rankings of players, demonstrating proficiency in front-end development and creative problem-solving.