

XIN NING

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EDUCATION

Fairfield University

Master of Science in Software Engineering
GPA: 3.50/ 4.0

Fairfield, CT

May 2018

Course Highlights: Java for Programmers, Advanced Programming in Java, Database Management Systems, Software Design Methods, Software Engineering Methods, Software Testing and Maintenance, Web Client-side Development I, Web Development II with ASP.NET, Capstone Professional Project I & II

Haikou College of Economics

Bachelor of Science in Engineering Management
GPA: 3.45/4.0

Haikou, China

June 2014

SKILLS & ABILITIES

Language: Java, JavaScript, C#, PHP, Python, HTML5, CSS, Asp.Net, JQuery, MySQL, Bootstrap, JSON

Software: Eclipse, WebStorm, Cesium.js, Node.js, VTK Python, Microsoft Suite, Visual Studio, MongoDB, XAMPP, WordPress and PhotoShop

Language: Chinese and English

EXPERIENCE

Mack Media Group

Web Designer Intern

Brookfield, CT

July 2017 - August 2017

- Utilized CSS,HTML, JavaScript, JQuery, PHP and WordPress to design and modify web pages
- Modified existing website to allow for more graphic content
- Designed and modified images using Photoshop
- Built responsive, mobile-friendly websites

Fairfield University

Capstone Project

Fairfield, CT

January 2017- Present

Browser-Based 4D Air Traffic Visualization for Federal Aviation Administration

- Organized visualization data to the server by using Node.js, HTML, CSS, MongoDB and WebStorm as editors
- Utilize Cesium.js to visualize the 4-Dimensional aviation data for project
- Present final project to the class upon completion

Thin to Win (Web Development Project II)

Team leader

January 2017 to May 2017

- Utilized Visual Studio 2015, ASP.NET, C#, HTML, CSS and Bootstrap.
- Analyzed and outlined web purposes and goals with team members for various projects
- Researched content on workout routines, diet plans and individual client profiles used as promotions on the website for the online store and general news

Island Escape (Software Game Project) Fairfield University

Team member

January 2016 to December 2016

- Utilized Unity, C# and Photoshop
- Prepared, reviewed and edited Software Requirements Specification (SRS), detailed Design Documents (DDD) and Implementation Reports.
- Worked on design and implementation of a software game for two semesters.