

# Yu, Liang

A Web, Mobile and Backend Developer

## contact

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## programming languages

Java python c cpp  
pig shell L<sup>A</sup>T<sub>E</sub>X

## operating system

Mac OS X Ubuntu  
Windows

## web development

Javascript CSS3 HTML5  
Ajax REST Flex Dojo  
Bootstrap GWT

## mobile development

Android Windows 8 iOS

## development tools

Eclipse SublimeText VIM  
GIT MySQL PostgreSQL  
Hadoop MapReduce  
Firebug Fiddler GDB  
Jenkins Tomcat  
Windows Azure

## experience

2013 - Now

### Software Developer

Bedford, Massachusetts

*Integrated Computer Solutions*

Topics (Android App)

- Wrote a NetworkManager Class to provide clear and convenient access to the Topic server.
- Implemented fourteen AsyncTask subclasses to call the REST API and parse the responses in JSON format.
- Leveraged the content provider to save data in SQLite DB and retrieve data to populate the adapters.
- Bridged the UI Components and the datasources by extending Android BaseAdapter class.
- Built the UI with fragments and navigation drawer.

Topics (REST API Server)

- Improved the APIs and database of the Topic Server, which was powered by Python and PostgreSQL.
- Implemented unit tests for APIs with pytest in Ubuntu environment.
- Used Agile method to work with other group members.

Inkarus Game (HTML5 and Javascript Game)

- Added three advertisement banners in the GameOver page by leveraging the Microsoft Advertising SDK.
- Submitted the score and screenshot of the solution to Windows Azure cloud and rendered data from cloud to user by using WinJS library and HTML5.
- Fixed animation bugs in the legacy codes.

2012

### Software Engineer Intern

Bedford, Massachusetts

*Acme Packet*

- Helped with ASC automated testing framework by writing twenty Python unit tests on SIP protocol.
- Identified and fixed bugs in four existing web services applications.
- Developed the Call-Transfer web services application with JavaScript and Dojo API.
- Enhanced the quality of an existing iOS mobile application by fixing two bugs and improved its UI and workflow by implementing good interface design principles.

## education

2010-2012

### Masters of Science

Computer Science GPA 3.54/4.0

Northeastern University, Boston, United States

2005-2009

### Bachelor of Science

Information and Computational Science

Nanchang University, Nanchang, China

## relevant coursework

graduate

Northeastern University

*Program Design Paradigms, Managing Software Development, Introduction to Database, Parallel Computing in MapReduce, Algorithms, Computer System, High Performance Computing, Advanced Algorithms*