

Yu, Liang

A Web, Mobile and Backend Developer

contact

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programming languages

Java python c cpp
shell L^AT_EX

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