liangyu

contact

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programming languages

Java python c cpp shell LATEX

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 Hibernate Servlet Hadoop MapReduce Firebug Fiddler GDB Jenkins Windows Azure

experience

2013 - Now Software Developer

Bedford, Massachusetts

Integrated Computer Solutions

Taging (Application Application App

Topics (Android App and API Server)

- Reduced duplicated networking function calls in every asynctask subclass by encapsulating them in a seperated NetworkManager class.
- Saved data in SQLite by using content provider class
- Used the SQL to select data to popluate the adapters, which was automatically binding with the views.
- Implemented 14 AsyncTask subclasses to handle the data transmission between android device and topic server.
- Used Agile method to work with other developers.
- Built the UI with fragments and navigation drawer.
- Proposed API improvement suggestion to the server team.
- Modified Topic Server APIs by using Python and PostgreSQL.

Inkarus Game

- Modified existed code to add three advertisement blocks in the GameOver page by leveraging the Microsfot Advertsing SDK.
- Submitted the scores and screenshot of solution to Windows Azure Server and rendered these data to user by using WinJS library and HTML5.
- Fixed animation bugs in the legacy codes.

2012 **Software Enginner Intern**

Bedford, Massachusetts

Acme Packet

- Helped with ASC automated testing framework by writing twenty pyton tests on SIP protocol.
- Identified bugs in four existing web services application, which were written separately in Java, GWT/GXT, JavaScript and Flex.
- Developed the Call-Transfer web services application with JavaScript and Dojo API.
- Implemented performance tests in Python scripts to measure product performance.
- 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

Northeastern Unviersity, Boston, United States

2005-2009 **E**

Bachelor of Science

Nanchang University, Nanchang, China

Information and Computational Science

GPA 3.54/4.0

relevant coursework

graduate

Northeastern University

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