

Liang Yu

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SKILLS

Languages:

C • CPP • Java • Python • Shell
Objective-c • Swift • \LaTeX

operating System:

Linux • Unix • Mac OS X

networking:

Wireshark • Fiddler • SIP • SIPP •
OpenSSL

web development:

Javascript • HTML5 • CSS • Rest
Ajax • Bootstrap • Flex • MySQL

mobile development:

Android • iOS • Android Studio • Xcode

testing:

Android • iOS • Android Studio • Xcode
tool:

GIT • SVN • Jira • ClearCase • GDB

LINKS

Github:// [liangyu](#)

LinkedIn:// [liangyu8](#)

EDUCATION

NORTHEASTERN UNIVERSITY

MS IN COMPUTER SCIENCE

2010.9 - 2012.12 | Boston, MA

College of Computer and Information
Science

NANCHANG UNIVERSITY

BS IN MATHEMATICS

2005.9 - 2009.6 | Nanchang, China

College of Science

COURSEWORK

GRADUATE

Functional Programming
High Performance Computing
Advanced Algorithms
Computer System
Parall Computing in MapReduce
Managing Software Development

UNDERGRADUATE

Assemble Language(IBM)
Data Structure
Intro to Database
C Programming Language

EXPERIENCE

ORACLE | SQA ANALYST

2014.2 – recent | Bedford, MA

- defects numbers.
- covered how many aspects
- scripts to do functional tests
- performance test and analyze results
- regression test
- c and cpp app for sdk test
- android and iOS compatible test

INTEGRATED COMPUTER SOLUTIONS | SOFTWARE DEVELOPER

2013.4 – 2014.2 | Bedford, MA

Topics (Android App)

- Implemented AsyncTask class to call the Rest API and parsed the reponses in JSON format.
- Bridged the UI views and the datasources by extending Android BaseAdapter class.
- Built the UI with Fragments and navigation drawer.
- Implemented NetworkManager Class to provide clear and convient access to the remote Server.
- Implemented unit tests for APIs with pytest in Ubuntu environment.

Inkarus Game (HTML5 and Javascript Game)

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

ACME PACKET | SOFTWARE DEVELOPER INTERN

2012.1 – 2012.8 | Bedford, MA

- Enhanced an existed iOS App by fixing two defects and verifying on iPhone and iPad. And improved its UI and workflow by implementing good interface design principles.
- Fixed defects in four existed web services applications and leveraged JavaScript and Doji API to develop the Call-Transfer web service application.
- Helped with ASC automated testing framework by writing twenty unit tests on SIP in Python.
- Configured four VM on XenServer to run SIP tests.

SOCIETIES

- Private Pilot • Photographer