SHORI YU (Xiaoli)

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SUMMARY

- Seeking software engineering internship opportunities. Available on CPT from June 2022.
- 10 mos of SWE intern experience. Working knowledge in Java, Python, Go, Git, Vim, AWS, Linux, etc.

EDUCATION

UC Santa Cruz	M.S. in Computer Science	*Anticipated* 12 / 2022
Shanghai University	B.S. in Applied Physics, Top 5%	7 / 2019

TA for *Fndtns of Analytics*. Feedback: "Explains concepts clearly from the bottom-up", "A very responsive communicator"

WORK EXPERIENCE

Software Engineering Intern *at* Arm   12 / 2020 – 5 / 2021

- Developed applications, demos, and utilities for Arm-based Android Gaming-in-the-Cloud platforms with respect to virtualization, graphics, networking, and Android mobile clients.
- Tested on solution platforms from partners to seek higher server capacity under the same hardware configuration. Drafted a container runtime with Linux namespace and CGroups in Go with cgo; ran codec-encoding demos with CUDA and OpenGL.
- Compiled tech blogs and reports to document ideas in development and research for reference. Worked with teams from partners to investigate proposals for performance optimization.

Software Development Intern *at* NIO   4 / 2020 – 9 / 2020

- Developed and unit-tested back-end Go applications, including firewall activation, user credential verification, etc. that interact with front-end RESTful API and retrieve and manipulate data through DBus RPC.
- Maintained and developed the application framework with the Clean Architecture and the MVC archetype. Created functionalities coherent with the AOP design that assists the RPC process, and are reusable by other developers. Built tools and utilities to assist application development and testing.
- Participated in agile development process. Managed and peer-reviewed code extensively in GitLab, updated documentation and manuals on Confluence, and tracked ongoing work on JIRA. Performed proof of concept with Buildroot and Docker to facilitate cross-platform development.

SELECTED PROJECTS

Discord Dice Bot *for* remote board games with friends   12 / 2020 – 1 / 2021

- Built a bot with Discord's API for board games in a team that follows agile methodologies. Developed features including character attributes recording, dice logic, and task automation upon players' request.

Cloud Storage Service *for* Networked Systems Course Project   9 / 2020 – 12 / 2020

- Created a networked storage application modelled after Dropbox that provides cloud file syncing in Go.
- Implemented a distributed key-value store service with gossip-based replication modelled after DynamoDB that stores files across multiple Dynamo Nodes that connect with clients and other Nodes via RPC calls.
- Adopted replicated state machine, vector clocks, and quorum-typed read & write for distributed design.
- Unit-tested the project to over 70% coverage. Developed command-line interface for the service for ease of use. Deployed the server to AWS Elastic Computing services.

Camera Document Scanner *for* Computer Vision Course Project   9 / 2019 – 12 / 2019

- Developed and implemented an algorithm that could construct an image, as if it is scanned, from a photo of the document taken from an arbitrary angle in Python. And, wrapped the algorithms with a Python script.

SKILLS & OTHERS

Languages: Java, Python, Go, C/C++, BASH, Rust, Haskell, HTML, CSS, JavaScript

Frameworks & Tools: AWS EC2, Docker, Git, Vim, macOS, Linux

Spoken Languages: Fluent in English and Mandarin. Conversational in Japanese.

Social Activities: 2018 College of Sciences Soccer Team Member, 2013 President of Student Association