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Experience & Projects

High School Student Union Tech Department Leader - 10.2015 - 7.2017

- Build websites and backend systems for student union and reduced the use of paper.
- Develop tools used for school activities (annual new year gala) making stage control digitised.
- Lead 10 freshers as the Tech team and co-op with school's TV crew on livestream and stage control.

Student Union Voting, Society and Volunteering Group Selection System

- Use Javascript (Express.JS) and MongoDB to create a website that allows students to sign-in, manage their votes, society and volunteering group selections and check their attendance of events.
- System meets the high concurrency performance requirements that the previous system didn't. School server has low specifications (Xeon E5-2620 with 3.86 GiB RAM) with roughly 1,200 students voting or selecting societies simultaneously during peak hours.

High School Live Comment System on livestream webpage

- System built for school's large-scale events' stage control and live-streaming. It allows users to send comments via different IMs and displays a rolling comment on the livestream. Sending comments are now easier and instantaneous which creates a new way to let more students interact with the show.
- Implements automated sensitive word screening algorithm and a manual censor panel for stage admins.
- Use C, Redis and JavaScript to create the system with medium concurrency performance (peak users around 500)..

Olympiad in Informatics (OI) and ACM ICPC - 2009 -

- Nearly 10 years of continuous participation in competitive programming contests (since 3rd grade).
- Learn to implement various algorithms, data structures, maths skills, std libraries and tricks used for optimisation.
- Used PC Logo, Pascal, C, C++ for competitive programming.

National Olympiad in Informatics 2013, 2014 (Intermediate Group) 1st Prize

National Olympiad in Informatics 2015, 2016 (Advanced Group) 2nd Prize

Ranked No. 20 out of 200 teams in UK Ireland Programming Contest 2018 (ACM Regionals)

Extra: High School Informatics Contest Group Mentor and Online Judge Co-manager

- Teach freshers in groups of 10 on advanced algorithms and data structures, and mentor freshers in groups of 5 on debugging, shell basics and Linux system basics.
- Write and peer-review problems, standard solutions and judging scripts (Python and Shell) used for internal school OI contests with participants of around 100 students.

Global Leader Education (Beijing) Developer and Computer Science lecturer - 9.2017 - 9.2018

- Build internal GUI tools used for chairing Model United Nations conferences with C++ and wxWidgets, which increases conference chairing efficiency by around 50%.
- Lecture 70 students in classes of 7 10 on Artificial Intelligence and Python basics (optional module) and Computing and C basics for 2 months. Received 4.8 / 5 for teaching score assessed by students.

GitHub Campus Expert Program Trainee - 11. 2018 -

- Learn to serve the university community and spread the idea of open source
- Bridge the communication between GitHub as a company and the student community of UCL

Education

No. 2 High School of Eastern China Normal University (Shanghai) – 2015 - 2017

University College London (London) – Foundation Course in Science and Engineering, 2017,

Distinction with UCL UPCSE Progression Scholarship

University College London (London) - BSc in Computer Science, 2018 - 2021 (Expected)

Skills

Programming Languages : Python, Java (learning), Haskell (learning)

- with 10,000+ lines of code or actual project experiences : C++ / C, Pascal / Delphi, JavaScript

Tools: WordPress, Git, HTML/CSS, MongoDB, Redis

Spoken Languages : English, Chinese