

# Yuning Mao

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## CONTACT

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## EDUCATION

Bachelor of Engineering in Computer  
Science and Technology

Shanghai Jiao Tong University, Shanghai, China

IEEE Honor Class. Major in CS, minor in EE.

September 2013 — June 2017

## SKILLS

working a lot in:

- Python (data processing, crawler)
- C++ (algorithm)
- Web (flask)
- Data Visualization (d3.js)

some in:

- Python (lucene, tkinter)
- OpenGL
- Matlab
- Android APP
- LabView (Robotics)
- OpenCV
- LaTeX

a little in:

- Mathematica
- Qt
- Hadoop (Python)
- JSP Servlet
- CoCos
- Scrapy

## HONORS & CERTIFICATES

National Fellowship 2015

Academic Excellence Scholarship of SJTU in 2015  
first class

First Prize in Robocup China 2015  
team leader

Academic Excellence Scholarship of SJTU in 2014  
third class

First Prize in Robocup China 2014  
team member

## SELECTED PROJECTS

Chinese Segmentation (50% Contribution PCT) November 2013 -January 2014  
team member

- A Chinese word segmentation software.
- Written in Python.
- I was responsible for GUI.

IBall (80%) May 2014 -June 2014  
team leader

- A game on Android using OpenGL ES.You have to pass the obstacles to gain scores.

Gallery Ghost (100%) July 2014 -July 2014  
independent designer

- A game about cell-escape written in C++ OpenGL(about 1000 lines).

CoverSearch (70%) November 2014 -January 2015  
team leader

- A search engine which can search the cover of an album in the database(crawled from xiami.com) and fetch you the songs in it.

## INTERESTS

PS, PR&AE (little)

Piano (sometimes), violin (very long time ago), singing (anytime...)