

Yue Ren (Preferred first name: Ryan)

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Objective: Software Development Engineer Intern (Summer 2017), fulltime (Spring 2017)

My expectations: A rewarding job during which I can challenge myself to new heights with great people

Skill highlights: Languages: Java, C++ (familiar), Unix shell, HTML, CSS, SQL

Distributed Systems: HDFS, Map Reduce (familiar)

Databases: MySQL, Azure, Google Firebase

Dev tools: Bitbucket & Jira, Jenkins, Git, Slack, Android Studio

QA: Black-box testing, Selenium WebDriver

Great communication skills. Can easily adapt to challenging situations. Self-driven, innovative, passionate person. Natural leader capable of delivering quality solutions. Tech entrepreneurship and technology enthusiast.

Education: University of Michigan, MS Integrated Systems Eng, GPA: 4.0 Ann Arbor, MI, 9/2016-12/2017 (Estimate)

Plan of study includes machine learning and artificial intelligence

Certificates: Data Science from UMICH MIDAS (pending)

University of Washington, BS Material Science Engineering

Seattle, WA, 9/2011-6/2015

Course highlights: Java Programming

Data Structures and Algorithms

Database Systems

UX & Information Architecture

Information visualization

Dean's Honor's List: Winter 2012, Summer 2013, Winter 2015

Work/Project experience:

Technical Interview Workshop Lecturer, CodeM (CS student organization)

Ann Arbor, MI, 11/2016-Current

- Offered workshops on technical interviews for software engineers and technical puzzle lovers, taught primarily in Java and C++
- Introduced various categories of technical problems in a coding interview. Fostered an active and responsive community and received great feedback both from the students
- Progress: Given four 90 minutes' lectures to an audience of ~30 people. Will continue giving lectures in the future to help those in need

Android Development Teaching Assistant, U of Michigan Ross School of Business Ann Arbor, MI, 10/2016-1/2016

- Part-time teaching assistant of TO 626, a project-oriented course aimed to implement student ideas into mobile app prototypes using Java and Android Studio
- Helped six student groups design the scope and mobile UI for their projects. Provided User Experience feedback. Help set up integration with Google Firebase

Quality Assurance Intern, Waterline Data Science

Mountain View, CA, 7/2015-10/2015

- Reported data self-service web-application deficiencies across all layers, verified fixes
- Verified bugs on various features including metadata extraction, information tagging, and user management
- Used hdfs and various dev tools to help deliver the optimum metadata profile
- Identified a critical defect pattern in reference data stream. Coded a pipelined utility that removes potentially bad data entries, significantly reduced its threat level

Individual UX Data Visualization Project: Information dashboard design

Seattle, WA, 3/2015-5/2015

- Objective: a BI dashboard that effectively visualizes file systems and metadata
- Designed 3 prototypes for 3 use cases (Executive, analytical, and operational) with Adobe PS & IL
- 50+ hours of research, prototyping, reports. Prepared a 20 minutes' presentation

Extracurricular activities:

China Booth Captain, CulturalFest, University of Washington

Seattle, WA, 9/2013-11/13

- Hosted game & activities, allocated resources in the cultural exhibition event in a team of 12

Hobby and others: Tech company & trends, reading & blogging, snowboarding, badminton, guitar