

EDUCATION

Bachelor of Arts in Computer Science, Boston University

May 2025

Relevant Coursework: Algorithms, data structures, Mobile Software engineering, Web programming, Discrete Math, Linear algebra, Computer Systems, Database Systems, Computer Networks, Probability in Computing

TECHNICAL EXPERIENCE

BU Spark! Technology Innovation Fellowship (PetSafe)

September 2023 — present

Technical Developer

Boston, MA

- Orchestrated a cross-functional team of one UX designer and three developers to effectively launch and nurture a startup committed to delivering precise insights to pet owners regarding pet-friendly dining options and nearby destinations.
- Employed Ionic React to construct a comprehensive full-stack mobile application, while PostgreSQL served as the backend database repository for the extensive collection of data related to pet-friendly venues in the Boston area.

Software Engineer Intern

June 2023 — July 2023

XuDuo Trade Co

HangZhou, China

- Designed and implemented **backend infrastructure**, APIs, and **data validation**.
- Enhanced website performance by implementing efficient javascript functions in the backend that improve the efficiency by 20
- Conducted **unit tests** for a robust MongoDB database.
- Actively participated in **team meetings**, **brainstorming sessions**, and **agile development processes**.
- Demonstrated strong **communication skills** through effective documentation.

TECHNICAL PROJECT

Petventure

Sep 2023 — Dec 2023

Mobile application-Ionic React

GitHub

- Created a web-mobile supported application for pet owners in Boston searching for pet-friendly places in Boston
- Built distance-based page for pet-friendly places with real distance from the user and filtering of different types of places.
- Established User Auth with Clerk and allows user to save places onto their profile
- Deployed by railway and live at [Link](#)
- Used: **Ionic React, Tailwind CSS, PostgreSQL, prisma, trpc**

Task Manager

July 2022 — September 2022

Personal Project-Full Stack web Application

GitHub

- Built a **Rest API** that stores the task object into MongoDB
- Used Mongoose Scheme to provide the **data validation**
- Mongoose Model to achieve the functionality of the application
- Used **dotenv** for users of it to connect to the db
- Tested **CRUD** API endpoints with Postman
- Used: **JavaScript, Express, MongoDB, Mongoose, Node, dotenv**

Notes App

May 2022 — August 2022

Personal Project-Frontend ReactJS

GitHub

- Created a basic markdown note app that has the functionality of note taking and editing.
- applied React-mde api to the application
- Used: **ReactJS, Hooks(State/Effect), Asynchronous API(async/await), JSX**

8 Puzzles Game

SEP 2021 — DEC 2021

CourseWork-Game Algorithm

GitHub

- Designed and developed the **Eight Puzzle** game using **Python** and object-oriented programming (**OOP**) concepts.
- Implemented a range of classes, including Player, Computer Player, and others, to create a comprehensive game system.
- Utilized Python files to allow users to interactively play the game and experience the challenging puzzle-solving mechanics.
- Demonstrated proficiency in **OOP** principles by encapsulating game logic within well-defined classes, ensuring modularity and code reusability.

SKILLS

Programming Languages

Java, Python, Swift, Javascript, typescript, C, Assembly, SML, Bash, SQL

WebDev and Database

Prisma, Node.js, Mongodb, React.js, Express.js, Bootstrap, passport.js, PostgreSQL, TRPC

Dev Tools/ OS

Git, Postman, Docker, \LaTeX , Xcode, JSON/XML, MS Office, GNU, UNIX/LINUX, sqlite, jira, Figma

Language

English(Fluent), Mandarin Chinese(Native and Fluent)