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Yukun Shan

GitHub
LinkedIn
Personal Website

EDUCATION

Bachelar of Arts in Computer Science, *Boston University*   May 2025
Relevent Coursework: *Java OOP, Algorithms, data structures, Software Engineering, Web programming, Discrete Math, Linear algebra, Computer Systems, Probability in Computing*

TECHNICAL EXPERIENCE

Software Engineer Intern   **June 2023 — Present**
XuDuo Trade Co   *HangZhou, China*
- Developed a **full-stack application** using Node.js, Express.js, HTML, CSS, and Passport.js.
- Designed and implemented **backend infrastructure, APIs,** and **data validation**.
- Conducted **unit tests** for a robust MongoDB database.
- Ensured **API functionality, data integrity,** and **seamless integration** using POSTMAN.
- Contributed to the **development lifecycle**, including requirement analysis, code reviews, and feature enhancements.
- Actively participated in **team meetings, brainstorming sessions,** and **agile development processes**.
- Demonstrated strong **communication skills** through effective documentation.

TECHNICAL PROJECT

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**

Game Of CardMatch   **Jan 2022 — Mar 2022**
CourseWork-CardGame Algorithm   *GitHub*
- involved with the programming deep usage of inheritance and polymorphism.
- Main file is CardMatch.java. Created four other classes using OOP.
- Description of the game could be found at README.md file in its github repository.
- Used: **Java**

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, C, Assembly, SML, Bash
WebDev and Database	HTML, CSS, Node.js, Mongodb, React.js, Express.js, Bootstrap, passport.js
Tech	Git, Postman, Docker, LaTeX, Xcode, JSON/XML, MS Office, GNU, UNIX/LINUX, Visual Studio
Language	English(Fluent), Mandarin Chinese(Native and Fluent)