Yukun Shan

Boston, Massachusetts
yshan@bu.edu

GitHub
LinkedIn
Personal Website

EDUCATION

Bachelar of Arts in Computer Science, *Boston University* December 2024
Relevent Coursework: *Algorithms, data structures, Mobile Software engineering, Web programming, Discrete Math, Linear algebra, Computer Systems, Database Systems, Computer Networks, Probability in Computing*

TECHNICAL EXPERIENCE

Software Engineer **Sep 2023 — Dec 2023**
BU Spark! *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. Serving more than **500** pet owners in Boston.

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**.

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)