# Yichen **Cui**

🔇 (416) 857-1281 📗 yichen.cui@mail.utoronto.ca 📗 🛅 yichen-cui 📗 penguinuwu

### **Skills**

### **Programming Languages:**

- Proficient: Python, Java
- Competent: C, C++, Bash, PowerShell

#### **Tools & Frameworks:**

• Git, LaTeX, TensorFlow, JavaFX

#### Others:

• Linux experience, Scrum experience

### Education

### **University of Toronto** Mississauga Campus

- Computer Science Specialist GPA 3.42
- · Relevant Courses:
  - CSC207: Software Design (OOP design patterns, Scrum software development)
  - CSC209: Software Tools and Systems Programming (Low-level programming)
  - CSC263: Data Structures and Analysis (Hashing, Heaps, Balanced BSTs, Stacks, Queues)

## **Projects**

### **Super Smash Family Melee** — **○** git.io/Jf9ms

Aug 2018 - Present

Sep 2018 - Apr 2023

- Two-player platform fighting game for Android, written in Java
- Integrated OOP design patterns such as Factory and Observer to simplify code
- Used Android bluetooth to connect and transfer data between two devices
- Implemented multithreading to manage bluetooth connections while processing gameplay

#### osu!.db Manager — ♠ git.io/Jf9ml

May 2020 – Jun 2020

- Lightweight tool to read and download game files, written in Python
- Parsed binary files to decode cached game data
- Decoded ULEB128 integers and UTF-8 strings from bytes
- Used game data to authenticate and download files from URLs

### **Space Rocks** — **○** git.io/Jf9m8

Dec 2019

- Multidirectional arcade shooter game for Windows, written in Java
- Collaborated with four classmates using Git and Github for version control
- Used the Model View Controller design pattern to organize code
- Displayed graphics and read keyboard input using JavaFX

### **Experiences**

#### **Game Head** – UTM Esports

Jan 2019 - Present

- Organized and promoted gaming tournaments on campus
- Wrote a PowerShell script to install game and data on campus computers
- Displayed and managed game information using Google spreadsheets