





Yichen Cui

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Skills

Programming Languages:

- **Proficient:** Python, Java
- **Competent:** HTML/CSS/JavaScript, Bash, C/C++, C#, PowerShell

Tools & Frameworks:

- Git, JavaFX, nginx, Bootstrap, Vue.js, npm, LaTeX, MySQL, Gitolite, cron, TensorFlow

Others:

- Linux, Agile development, Scrum

Education

University of Toronto Mississauga Campus

Sep 2018 – Apr 2023

- Computer Science Specialist – GPA 3.42

Projects

Super Smash Family Melee — git.io/Jf9ms

Aug 2018 – May 2020

- 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
- Decoded ULEB128 integers and UTF-8 strings from cached binary game data
- Used decoded data to authenticate and request files from the game API

Space Rocks — git.io/Jf9m8

Dec 2019

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

Work Experience

IT Project Intern — OTT PAY

June 2020 – August 2020

- Set up multiple web servers using nginx on Linux
- Wrote Bash scripts to automate Java builds
- Managed Git server using Gitolite
- Maintained ERP website using HTML, CSS, JavaScript, and Bootstrap

Other Experience

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