# Yichen **Cui**

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## 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                                Sep 2018 – Apr 2023
- Relevant Courses:
  - CSC207: Software Design (OOP design patterns, Agile 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
- Two-player platform fighting game for Android, written in Java
- Integrated OOP design patterns such as Factory and Observer to simplified 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
- A lightweight tool to read and download game files, written in Python
- Decoded ULEB128 integers and UTF-8 strings from bytes
- Parsed binary files containing cached game data
- Used parsed 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