

Yichen Cui

☎ (416) 857-1281 | ✉ yichen.cui@mail.utoronto.ca | in yichen-cui | 🐧 penguinuwu

Technical Skills

Programming Languages

- Python, JavaScript, JSX, Java, HTML, CSS, XML, C/C++, TypeScript, SQL, Bash, C#, PHP, Haskell, PowerShell

Libraries & Frameworks

- React, Vue.js, Bootstrap, Express.js, Socket.IO, Passport.js, Mongoose, axios, .NET, Spring, JavaFX, TensorFlow

Other Tools

- Git, nginx, Apache, MySQL, PostgreSQL, MariaDB, MongoDB, Node.js, Jira, Agile development (Scrum), cron, Linux, AWS EC2, Linode, Certbot, Postman, Gitolite, Android Studio, LaTeX

Work Experience

IT Project Intern — OTT PAY

Jun 2020 – Dec 2020

- Assisted in developing an enterprise resource planning website using C#, .NET, and SQL
- Implemented data review features to a stock trading website using Java, Spring Boot, Vue.js, and MariaDB
- Managed permissions of Git server for a stock trading app using Gitolite
- Installed and maintained nginx web servers on AWS EC2 instances

Personal Projects

Minesweeper Online — 🎮 minesweeper.live

Dec 2020 – Present

- Web game supporting real-time data transfer using Socket.IO and user authentication using Express.js
- Built front-end with React and Bootstrap to create a responsive user interface
- Built back-end on Node.js and hosted on an nginx web server
- Designed MongoDB schemas to efficiently organize user and game data
- Encrypted user credentials with bcrypt and installed an SSL certificate to enhance security

osu!.db Manager — 🐙 git.io/Jf9ml

May 2020 – Jun 2020

- Lightweight tool to read and download game files, written in Python
- Decoded cached binary game data to authenticate user and request files from the game API

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

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 (MVC) design pattern to organize code

Education

University of Toronto Mississauga Campus

Sep 2018 – Present

- Computer Science Specialist – GPA 3.44
- Candidate for Honours Bachelor of Science 2023