# Yichen **Cui**

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## **Technical Skills**

### **Programming Languages**

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

#### **Libraries & Frameworks**

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

#### **Other Tools**

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

# **Work Experience**

### **IT Project Intern** — OTT PAY

June 2020 - December 2020

- Assisted in developing an enterprise resource planning website using C#, .NET, and SQL
- Implemented new data review features to a stock trading website using Java, 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** — <sup>o</sup> minesweeper.live

Dec 2020 - Present

- · Web game supporting real-time data transfer using Socket.IO and user authentication using Express.js
- Front-end built with React and Bootstrap to create a responsive user interface
- Back-end built on Node.js and hosted on an nginx web server
- Designed Mongoose schemas to organize data stored in MongoDB
- 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