

Yichen Cui

☎ (416) 857-1281 | ✉ yichen.cui@mail.utoronto.ca | 💻 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, Redux, Vue.js, Bootstrap, Express.js, Socket.IO, axios, Django, Java Spring Boot, .NET, TensorFlow

Other Tools

- Git, nginx, Apache, MySQL, PostgreSQL, MariaDB, MongoDB, Node.js, Mongoose, Passport.js, Android Studio, Linux, cron, AWS EC2, Linode, Jira, Agile development (Scrum), Gitolite, JavaFX, 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**, **Vue.js**, and **MariaDB**
- Managed permissions of a **Linux 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