





# 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, PowerShell

### Libraries & Frameworks

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

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