Yichen Cui

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Technical Skills

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

Front-end Tools & Frameworks
- React, Redux, Vue.js, Bootstrap, jQuery, axios, HTML/CSS

Databases
- PostgreSQL, MySQL, MariaDB, MongoDB

Back-end Tools & Frameworks
- Node.js, Express.js, Django, Spring Boot, .NET, Passport.js, Socket.IO, Mongoose, bcrypt

Other Technologies
- Git, Docker, Linux, Nginx, Apache, AWS EC2, Linode, cron, Gitolite, Android Studio, JavaFX, TensorFlow, LaTeX, Jira, Agile development (Scrum), Figma

Work Experience

IT Project Intern — OTT PAY   Jun 2020 – Dec 2020
- Assisted in the overhaul of an ERP website using **HTML/CSS**, **Bootstrap**, **C# .NET**, and **SQL**
- Participated in the **UI/UX** design and documentation process of the ERP website
- 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 — 🐙 git.io/JtqBk - 🔗 minesweeper.live   Dec 2020 – Present
- Web game supporting user authentication and real-time data transfer using **Socket.IO**
- Built front-end with **React**, **Redux**, and **Bootstrap** to create a responsive user interface
- Built back-end on **Node.js** with **Express.js**, 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

Geeter — 🔗 geeter.xyz   Jan 2021 – Present
- Web app to help gamers meet other gamers, designed with **3-tier architecture**, written in **JavaScript**
- Used **React** for front-end, **Express.js** for back-end, and **MongoDB** for database
- Collaborated with 4 classmates in an **Agile** environment, using **Github** and **Jira** for task management
- Designed and tested the **UI/UX** with teammates using wireframes and prototypes

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

Education

University of Toronto Mississauga Campus   Sep 2018 – Present
- Computer Science Specialist – GPA 3.44
- Candidate for Honours Bachelor of Science 2023