Tianyu (Simon) Cao
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Education

University of California, Irvine   Expected June, 2025
Bachelor of Science in Computer Science
  Specialization: Information, AI

Experience

FangCao Reading Circle, San Jose   June 2018 - July 2018
Teacher's Aid/Fundraiser Organizer
- Supported student learning objectives through personalized and small group assistance.
- Organized project work by reading blueprints and assessing job specifications to determine optimal plans.
- Developed and implemented marketing campaigns targeting donors.

Projects

AnimeNinja

Solo Project | Full-Stack Responsive Website   July 2022 - October 2022
- Utilized EJS, Express.js, Node.js, and NPM to create a fully operational responsive anime recommendation website and scraped over 25,000 anime from the Jikan API to store into my local MongoDB which was then linked to the website
- Implemented registration/login functionality along with the option to favorite and store certain anime into each user's database as well as multiple security features and review features for each anime page/user
- Added an infinite scroll implementation for the explore(includes a search bar/filter to find specific animes) and favorites page using javascript by creating a REST API to call and retrieve anime objects from my database with each scroll

Fast-Food Chains

Freelance   July 2022 - August 2022
- Created a web scraper using Python that scraped fast food chains such as Subway, Chipotle, Etc. and stored all of their US store locations/information into csv files which was uploaded to MySQL(~30,000 websites)
- Able to reverse engineer certain restaurant websites due to the implementations of Google Map APIs in order to retrieve the entire directory of all the store locations(websites of each store and scrape them) of that restaurant chain in the US.

Communitron

Leader   January 2022 - March 2022
- Led a group of two to develop a chatting app in Python along with the usage of GUI with Tkinter
- Developed the front-end of the app as well as the protocol required for processing messages(JSON) from the server
- Also implemented the registration and login system to allow users to text existing users in the server

Kangarang Arena

Co-Leader   July 2019 - August 2019
- Co-led a group of 3 to develop a multiplayer game with similar concepts and functionalities as Frog Smashers using C#
- Personally added mechanics, physics, hitbox, and customized the setting buttons as well as debugging multiple coding issues

Skills

Programming Languages: Python, C#, C++, Javascript, MySQL, Swift
Operating Systems: MacOS Monterey, Windows 10
Frameworks/Libraries: Node.js, Express.js, EJS, Bootstrap, REST API, React.js, NPM
Databases: MongoDB, Mongoose, SQL