**Sha Ni**

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**EDUCATION**

**Tufts University**,Medford,MA

Master's degree in bioengineering,bioinformatics track, May,2014.

GPA 3.22

**Sun Yat-sen University**, Bachelor's of Science in biotechnology. graduated on May 2012.

**COMPUTER SKILLS**

Software: visual studio, eclipse(android,swings and awt), notepad++, sublime, MAMP,

OSX systems .etc.

Programming Language: java, HTML, CSS, Javascript, Perl, PHP, Mysql,C++, ruby and python(know a little about script language).

other skills: linux commands, git commands, heroku, wordpress/buddypress knowledge, ruby on rails.

**RELEVANT COURSEWORK**

Data Structure ; Algorithms; Web programming; web engineer; Programming in java UI design; probability; Artificial Intelligence .etc;

**EXPERIENCE AND PROJECT**

1.internship at Amrap4life.com

* used MAMP to develop website for Amrap4life.com. Have done three kinds of tasks: use html and css to design a work application page for the company by using the same standard design style as the company used. I designed with barely all kinds of common used elements in html and features in css. For example, use <table><tr><td><form> to build job application submission form; use all kinds of <input>(submit button, textarea, select/option, button .etc) to provide widgets for user to control; uses all kinds of common used features(border, margin, padding, width, height, relative/absolute/fixed position, float, background-color, text-align, opacity, display .etc) and also knows how to deal with the compatibility issue. When I dealt with cross-platform issues on applying linear-gradient css style on button background color, I applied "-webkit-" for Safari and Chrome, "-o-" for opera, "-moz-" for Firefox.
* used javascript and jquery to operate on the front-end page. One task is to provide user badge after they share link to facebook 3 times. I use AJAX to send the information of "share to facebook" to the server and get response of "number of currently shared times" back. Then the javascript code judge the number and if it meet the requirement, dynamically add a new element(badge image) to both main section and sidebar. Since this task involve data store and retrieve, I also implemented with php(wordpress). I used some built in functions(core idea is SQL query) to store updated information and retrieve(echo) back to the front-end for AJAX to receive. I also directly implemented in the back-end so that when user refreshed the page, the page would load according to the new updated data. Also, the second part of this task is to allow the user delete shared operation and delete the badge at the same time(Same idea with implementation in the opposite way).
* Also, I have done some organization tasks about redirection of links, redirection of page after few seconds. Some tasks involved Session manipulation.

2.Build an accommodation(hotel) page--booking.com interview assignment

* used javascript to implement a carousel: the code loaded the related images and build div elements for them while loading the page and recursively set setTimeout of calling function that changed currently displayed img.
* used javascript to implement a pagination: the code loaded all the li elements of review list and stored them in array first, built div element for each six of them and appendChild five li elements to this div as ChildNode. I set initial display style for all pagination div elements and provided pre\_page and next\_page button for user to change the currently shown page. Also I implemented sorting by Asc or Desc of reviews score. Here I simply used bubblesort.

3.Build a duck hunting game based on html5 <canvas> element

* used canvas method to cut sprite to show the effect background of the game
* used setInterval to build a animation of a sniffing dog and several flying birds. I cut the different part of sprite and showed them one by one as the interval went pass every 500 ms. I set the positions of the images and made them looked like moving and changing direction when met the edge of the canvas.

4.Build a google-map application to show the information of Boston Subway.

* used javascript Geolocation method to get myself position and called for googlemap api to render map according to my position(my spot center, and zoom number: 5, .etc). Then set a Marker and Infowindow for my spot.
* used AJAX to call for a CSV format Boston Subway Station information and set each station with a related marker and inforwindow. When the user clicked on one marker , the related infowindow would open and other infowindows would close.

5.build a message center

* used ruby on rails to build a message center, first used model files to build user data model and migrated the data table.
* built two views, one for all messages, one for individual message. When opened the messages page, it call for index method in controller and retrieved data and shown them on page(id decreasing order). Then I implemented an AJAX method to send request for retrieve data from the server and render new messages on the top(also id decreasing order).
* implemented a redirection method, click on one message on messages page, it would redirect to the individual page.
* included timestamp libraray and show the messages submitted time all in "sometime ago" style.

6.implement an android application:

* implemented an android application that can send the messages to the messagehub(the same one above, remote server) and got the message from the messagehub and show in id decrease order.
* send http requests from mobile end, build views with several kinds of widgets(button, textfield).

7.implement java UI

* implemented a battle ship game. I used eclipse(java) to build the game. This game has one screen to show all kinds of ships and one controller that contains three other controllers. They can add ship, configure animation(moving) of ship and also change background color, etc. Some other functions are added to the systems: save, reload(data saving and read from an external file), pause, small map simulation, outline panel and state panel to show synchronous information as main map. Also, some background sound and collision sound effect are added to the game. The Zooming-in and Zooming-out function are added to the main map, and when these gestures are done, the related small map shrinks or enlarges the highlight region that main map covers.
* Here I am very familiar with swing and awt bags. Some common tools for swing bag: JComponent, JButton, JComboBox,JTextField,JCheckBox, etc. Some other tools for awt bag: Color, all kinds of Listener, all kinds of Events, all kinds of Layouts, etc.

**INTERESTS**

Design website and Application(java)

basketball and table tennis

cartoon, movie and music

skating, skiing.