

EDUCATION

VIRGINIA TECH

M.Eng Computer Science (Software Engineering track)

Falls Church, VA
Aug. 2022 -Dec. 2023(expected)

UNIVERSITY OF CALIFORNIA, DAVIS

B.S Computer Science

Davis, CA
Sept. 2018-Mar. 2022

Relevant Coursework: Objected-oriented programming, Data Structure, Analysis of Algorithms, Operating System

TECHNIQUE SKILLS

Programming Languages: C++, Java, JavaScript/Typescript, Python, HTML/CSS, Dart, MATLAB, Rust

Web Services & Framework: Google Cloud Platform (GCP), Node.js, Express.js, Spring Boot, Flutter, Vue

Tools& Libraries: Visual Studio Code, GitHub, Bitbucket, Jira, IntelliJ IDEA, Npm, Mocha, Pandas, Numpy, Matplotlib

Others: Git, RESTful API, Cloud Firestore, NoSQL, MySQL, UNIX/Linux, Unit Test, Android, HTTP,

PROFESSIONAL EXPERIENCE

INFI USA, Inc

Backend Developer Intern

Chicago, US
May. 2022 - Aug. 2022

- Designed and developed in device management domain for Self-Order System Project using **Typescript**, along with developer tool APIs to assist operation team on adding/deleting devices which affected 300+ merchants
- Built 10+ **RESTful APIs** with **Express.js** to handle **HTTP** Request and created CRUD operations to manage user data with **NoSQL** queries in **Cloud Firestore**
- Implemented **Cloud Functions** on **Google Cloud Platform** to monitor data changing operations(update/delete) in the database and to send notifications to the backend alert system, increasing management of 10,000+ customer data
- Developed multiple dev tools to help the developers find out the root causes of high-frequency errors reported in **Google Cloud Logging System**, reduced the daily error rate by 5%

Tencent

Software Engineer Intern

Dalian, China
Jul. 2021 - Sept. 2021

- Worked closely with the team on the updates of Tencent's QQ Smart Watch, was responsible for functional development, testing, and optimization
- Coded and applied **implicit and explicit intent** to navigate the user to turn on the permissions of Tencent Phone Manager
- Found and solved different bugs such as logging errors, and UI-feature bugs to increase the service steadily

YIDATEC., Ltd.

Embedded Software Developer Intern

Dalian, China
Aug. 2020 - Sept. 2020

- Built a visual user interface with **C++** and **QT Creator** for the Humidity & Temperature Detector
- Worked with the development team to implement user authentication, storing user data to **SQL** Server

RELEVANT PROJECT

Full Stack E-Commerce Application | Flutter, Dart, Nodejs, JavaScript, MongoDB

- Created a full-stack e-commerce application based on **Flutter** and **Nodejs** and developed several **RESTful APIs** to interact with **MongoDB** using **Mongoose**.
- Provided seller side which supports basic e-commerce functionality, such as adding/deleting products, viewing/changing orders, calculating total earnings, etc.
- Integrated with Google and Apple Pay API to increase customer experience, and shortened the checkout process

Stripe Command-line API Wallet (Server and Client) | C++

- Built a server to persist user data, enabled users to transfer cash to each other, and issued credit card charges using Stripe API
- Implemented basic **CRUD API** endpoints to be used by the client side, to enable functions like authenticating users, updating, or deleting user data, and depositing transfer money
- Implemented a user-interface local command-line wallet client which fetched the information from Stripe API JSON Response