

Yuxin Zhang

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OBJECTIVE

Self-driven and focused contributor with server API programming experiences and solid understanding in algorithm and data structure actively seeking Backend Developer opportunities. Looking forward to explore my career in web developing and build business level software.

EDUCATION

University at Buffalo, The State University of New York (Aug. 2015 - Dec. 2016)

Master of Science, Electrical Engineering, Concentration in Communication

GPA: 3.67/4.0

Harbin Institute of Technology at Weihai (Sep. 2011 – Jul. 2015)

Bachelor of Science, Optical Information Technology

GPA: 3.6/4.0

SKILL SET

AWS, Cloud System, MongoDB, Unite Test, JavaScript, Node.js, Express, User Authentication, Linux, Bash, Scalable API Design, ASP.NET, Java, GitHub, C#, C++

PROGRAMMING EXPERIENCES

Web Shopping Application, Node.js, <http://yuxinzh.site/shop> Apr. 2017

- MongoDB, Expressjs, Node.js based web application runs on AWS EC2 with detailed API documentation
- Retrieve all products in database and enable search product based on category or key word
- Implemented shopping cart with Add-item, Remove-Item, Display-cart with MongoDB and Session, Check-out with Stripe API to work with real Bank Account. Store bill and shipping info for further use.
- Allow user to manage user info, adding new product, edit product details and purchase data with MongoDB
- Enable register and page authentication with passport and bcryptjs
- Designed RESTful API for page retrieve and switch, protect server from attack with csrf token

Chatting APP and Network Routing - Based on Linux and Cloud System, University at Buffalo Spring 2016

- Deployed message and file exchange application on Linux servers, including one main hosting server and several clients, build TCP and UDP connection with socket programming in C
- Utilize Distance Vector Protocol with topology table to boost routing speed by 30%
- Maintaining fault-tolerant system using gossip protocol and SWIM to detect status and manage server connection
- Listen network connection and maintained a Database to analysis user statistics

Multiplayer Game - Master Labyrinth, Team Project, University at Buffalo, Team Leader Spring 2016

- Followed OOD to use 4 layered structures to organize 8 kinds, in total 101 multi-connected components displayed with playable GUI based on Java SWING within 5000 lines of concise codes and detailed Java Doc
- Rewrote peers' codes to improve scalability and readability by reducing 40% lines, separating 30% of the methods and utilizing better algorithms to improve performance by 35%
- Collaborated with 4 team members on BitBucket guided by over 300 Junit Tests
- Implemented functions to save running program into backup file and be able to 100% restore to former status

EXPERIENCE

Research Assistance, Optical Lab, Harbin Institute of Technology at WeiHai Oct.2014 - Jul.2015

- Joined Project Optical-Fiber Taper Machine used SCM to build embedded control system to connect 4 main parts with 16 I/O ports and programming algorithm with C to convert 20 parameters to shape Optical fiber
- This machine has the same performance as a lab used machine with 10 000 RMB