Yitao Xiong

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Availability: May - Sept. 2014

EDUCATION

Northeastern University, Boston, MA   Sept. 2012 - present
College of Computer and Information Science
Candidate for Master Degree in Computer Science   Dec. 2014
Related Courses: Programming Design Paradigm, Fundamentals - Computer Networking,
                Web Development, Algorithm, Information Retrieval, OS Design
Beihang University, Beijing, China   Sept. 2008 - July 2012
Bachelor Degree of Computer Science and Engineering
Related Courses: Fundamentals of Computer Science, Assembly Language, Program Design,
                Digital Electronics, Algorithms and Data Structures, Object-Oriented Design,
                Database, Software Engineering, Operating System
Awards: 3rd prize, 2nd Google Undergraduate Android Programming Competition. (2011)
        3rd prize, FengRu Cup Innovation Competition, Beihang University. (2011)

COMPUTER KNOWLEDGE

Language: Python, JavaScript, HTML, CSS, C, SQL
Framework: Django, AngularJS
Others: Postgres, BootStrap, Git

WORK EXPERIENCES

BitSight Tech.(Software Engineer Co-op)   May. 2013 - Dec. 2013
- Maintained a data managing website written in Django
- Implemented new features and fixed bugs reported every sprint
- Helped improving another website directly used by clients

PROJECTS, Northeastern University

To-do List Website Design (todo.crabfactory.net)   Apr. 2013 - Jun. 2013
- Originally designed in the Web Develop course using ASP.Net
- Designed and drew all images by myself using PhotoShop
- Re-wrote the code later using Django framework, also re-wrote CSS using LESS
- Deployed the website on a VPS using Gunicorn and Nginx

PROJECTS, Beihang University

Natural Language Processing Study   Jul. 2011 - Jun. 2012
- Completed thorough study in machine translation and MapReduce
- Analyzed and distributed the first 3 translation models based on Hadoop

Mepo(A memorandum program) Design   May 2012 - Jun. 2012
- Design a new model of the reminder, which organized the events by time and location
- Completed the UI and most of the logical control part based on Android API

Head Position Tracking 3D Display Based on Wiimote   Apr. 2011 - Jun. 2011
- Designed the position tracking program in C#
- Developed a Ball Avoiding Game for presentation based on OpenGL