LINENG(VINCE) CAO

Seeking for Software Developer & Full Stack Developer position in Summer 2020 (Full-time)

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Skills

- Java /.Net Development (Proficient): Java (Android), Csharp (UWP)

JavaScript ES6, TypeScript, Angular, Reactjs / Redux, React-native, Nodejs, MongoDB, Flask - Full Stack Development (Proficient):

Python, SQL, Unity, R, Swift, C++, Docker - Others (Prior experience):

Education

- M.S in Computer Science, University of Southern California (USC), Los Angeles, CA

Aug. 2018 - May 2020

- B.S. in Computer Science Major/Mathematics Minor, Wenzhou-Kean University, Wenzhou, China

Aug. 2013 - May 2017

Employment

Frontend Developer (Student Worker) at USC Information Sciences Institute, Marina Del Rey, CA

Nov. 2019 - Present

- Created draggable sorted React DnD components and designed one Linux-style Tab Auto-complete component for DeterLab testbed of distributed experiment workflows (DEW) cyber experimentation (//bit.ly/2YNtvZR).
- Integrated existed DEW Python project into structured Flask RESTful backend Apis for receiving syntax suggestions and command translation.

Full Stack Intern at **Ustoshop**, West Covina, CA

Oct. 2019 - Nov.2019

- Implemented MongoDB connected poll pages with Pug template engine, Bootstrap4 & RxJS libraries, and Express deployed on Alibaba Cloud Server, supporting Google phone number validation and voting results visualization.
- Worked on Electron framework to build Angular & Ant-design Zorro desktop application for the logistics platform, using SheetJS js-xlsx library interacting with Excel files, deployed Electron auto-update features from release branch.

Software Development Intern at Bozhon (USA), Santa Clara, CA

May 2019 - Aug. 2019

- Developed MVC & Singleton design patterns of Csharp WinForm applications utilized in automation products for inspection.
- Built .Net DLL libraries for cropping raw image data from Visionpro with relevant edges, as a part of vision inspections.

Web Development Intern at SRIT Software, Ningbo, China

- Involved in developments of 5 responsive internal Trade & traceability Platforms for tracking trade settlements inside agricultural and livestock markets.
- Deployed visualized UI components in web pages by using logic-less templates, **Mustache** and **Jade**, utilizing Javascript libraries **Echarts** and **Zepto.js** to parse **Json** data from Spring Framework backend services.

Software Development Intern at Oracle (China), Beijing, China

- Enhanced responsive web layout design of registration & log-in web pages for Oracle BI Liquidity Management Reporting System.
- Wrote SQL queries paired with regular expressions to extract and refine data on Bank of China Oracle Database (RDBMS).

Project & Publication

Ghibli Hub, (//bit.ly/2QLLvSn)

- Built One iOS & Android mobile application with React-native framework async calling Open RESTful Apis (e.g. Studio Ghibli Api, TMDb Api) and AniList GraphQL Api, for fetching movie information and stage photos of Studio Ghibli.

vDanbooru React, (//bit.ly/36lFHoI)

- Designed a Flux pattern of Reactis, Redux & BlueprintJS web application, vDanbooru Anime Image Search, supports user sign-up, log-in, adding favorites to collections, sharing to social media and searching by key tags.
- Connected to a real time Backend-as-a-Service(BaaS) Firebase, using authentication feature and Firestore database for user data management and monitoring.

eBay Product Search, (//bit.ly/20HaICo)

March 2019

- Implemented native Android application with Java and Angular7 / PHP web applications, integrating eBay searching and Google image Apis, allowing user to search products based on keywords, filters, and geolocation information.
- Created NodeJS & Express RESTful Apis as backend, routing all frontend calls to deployed AWS Elastic Beanstalk, and Azure cloud servers, providing optimized responses and extensive scalability for all frontend applications.

Publication, A Highly Customizable Parent-Child Word-Learning Mobile Game for Chinese Children with Autism, (link) May 2017 Publication, "One Doesn't Fit All": A Comparative Study of Various Finger Gesture Interaction Methods, (link) *June* 2016