# LINENG(VINCE) CAO

Seeking for Software Developer position in Winter/Spring 2020 (Full-time Intern) & Summer 2020 (Full-time)

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## Skills

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

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

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

- Currently working on a front-end with visualization components for DeterLab testbed interface of distributed experiment workflows.

#### 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 servering on Alibaba Cloud as back-end, supporting Google phone number validation, voting results visualization and user interaction.
- Working 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-updating features from release branch.

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

- Developed WinForms applications utilized in automation industry products for inspecting by MVC and Singleton Class design patterns of Csharp.
- Built .Net DLL libraries for cropping raw image data from Visionpro by relevant edges, as a part of vision inspection in automation.

#### Web Development Intern at SRIT Software, Ningbo, China

May 2018 - July 2018

- Involved in developments of 5 responsive web-based internal Trade & traceability Platforms for tracking trade settlements inside agricultural and livestock markets.
- Deployed web pages by using logic-less templates, Mustache and Jade, utilizing libraries Echarts and Zepto.js to parse Json data from backend services on Java Spring Framework into visualized UI components.
- Created JavaScript-based navigation bar template fully controlled by Json, had been merged into platforms development.

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

Aug. 2016 – Aug. 2016

- 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 extracting, refining data and cleaning up junk data with part of Bank of China Oracle Database (RDBMS).

## **Projects**

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

Nov. 2019

- One iOS & Android mobile application by using React-native framework async calling public Open RESTful Apis (e.g. Studio Ghibli Api, TMDb Api), as well as AniList GraphQL Api, for fetching movie info and stage photos of firms made by Studio Ghibli.

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

Oct. 2019

- Designing a Flux pattern of Reactis, Redux & BlueprintJS implemented Anime image search web application, featured with user sign-up, log-in, adding favorites to collections, sharing to social media and searching by tags.
- Backend is connected to a real time Backend-as-a-Service(BaaS) Firebase, using its authentication feature and Firestore database for user data monitoring.

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

March 2019

- Implemented one material design native **Android** application in Java and two frontend **Angular7** & **PHP** web applications, with integrated calling eBay, Google image APIs, allowing user to search eBay products based on their keywords, filters, or geolocations.
- Created independent NodeJS & Express backend with documented RESTful API, process and router all frontend calls to deployed AWS Elastic Beanstalk, and Azure cloud servers for optimizing server responses, providing extensive scalability for all 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