Wenxuan Li (Vincent)

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Objective: xx

SUMMARY

- 3rd year student at University of St. Thomas
- Capable of SPSS/Python/xx and proficient in Excel/PowerPoint/xx tools/software; Adept at writing skills/design capability/xx
- Able to commit 5 days/week, up to 3 months
- Advantage: Data structure (based on Java), Ajax programming
- Home page: https://vincentlee9512.github.io/

EDUCATION

University of St. Thomas   *Jan 2015 - May 2019*
Bachelor of Science Computer Science College of Art & Scienct   *St. Paul*
- GPA: 3.21/4.0
- Honors/Awards: advance International Student Scholarship (2015-now)
- Relevant Coursework: Web Development, Information Security, Discrete Math, Data Structure, Operating System, Artificial Intelligent and Robotics, and Object-Orient Programming.

SKILLS

- **Programming Language:** Javascript(competent), HTML(advanced beginner), CSS(advanced beginner), Java(advanced beginner), C/C++(Novice)
- **Server-side** Node.js(advanced beginner), Express(advanced beginner), MySQL(Novice), SQLite3(Novice), MongoDB(Novice)
- **Client-side framework:** Angular.js(advanced beginner), Bootstrap(advanced beginner), JQuery(advanced beginner)
- **Others:** Git
- **Relative Application:** Webstorm, Visual Studio Code, TextPad 8, PuTTY(SSH)

PROJECT EXPERIENCE (details in Homepage)

Movie Wiki Dynamic Web Server   *Mar 2018 - Apr 2018*
- (group project) This project includes a web server to interact with an SQL database and a web pages that access to the server.
- In this project, I was mainly in charge of handling requests in the server, creating interaction between server and database, formatting the callback data, and filters function at the web sites. (GitHub repository: https://github.com/EmilyMeuer/movieWiki)
- After the project, I built my own server through AWS' EC2 virtual machine, and use express-generator to organize the code and improve the efficiency on the server side. (http://www.vincesmoviewiki.com/) (Github Repository)

Space Ships Multi-players Web Video-game   *Apr 2018 - May 2018*
- (group project) This project includes a web server with using socket.io to pass data between server and clients and a web site with the simple video-game which is built by Phaser 3.
- I was mainly in charge of socket.io connections and the combination of socket.io and function in games
- Github Repository: https://github.com/vincentlee9512/web-videogame

Air Quality Detector Web App   *Feb 2018 - Mar 2018*
- This project used 2 external APIs to retrieve data from Google Maps and Open AQ Platform. This project also used Angular.js and bootstrap to make the application more responsive.
- In this project, I was mainly in charge of retrieving data from both APIs, formatting the data for displaying, and filter functions.
- Link to the web app: https://vincentlee9512.github.io/AQwebapp/
- Github Repository: https://github.com/vincentlee9512/AQwebapp