

Yifu Wang

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OBJECTIVE

- 2019 Summer Software Engineer Intern

SKILLS

- Java, Python, C, C++, HTML/CSS, JavaScript, SQL
- Socket, Java NIO, Maven, Servlet, JSP, JDBC, Tomcat, Nginx, Spring, Mybatis, Netty, Bootstrap, Ajax, Android, Databases (MySQL, Redis, TinkerPop, PostgreSQL)
- SVN, Git, Unreal Engine 4, Shell, Linux.

EDUCATION

University of Southern California

Los Angeles, USA

- Master of Science in Computer Science, GPA:4.0/4.0 Jan/2018 – Dec/2019
- Courses: Analysis of Algorithms, Computer Network, Database System, Machine Learning, Operating Systems, Foundations of Artificial Intelligence

University of Electronic Science and Technology of China

Chengdu, China

- B.S. in Electronic Information Science and Technology, GPA:85/100 Sep/2013 – Jul/2017
- Courses: Advanced Programming Language, Discrete Mathematics, Computer Organization Principles

PROFESSIONAL EXPERIENCE

Software Engineering Intern, Universal Prosperity Technologies

Changsha, China

Java, Spring, Android, WebSocket, Tomcat

May/2018 – Jul/2018

- Worked on a face recognition platform, developed features for both client and server.
- Implemented a license verify tool, deployed to the company client and server for Anti-Piracy.
- Used the finer-grained task schedule to improve system concurrency and performance.
- Developed a real-time Video Surveillance System between client and server utilize Socket and WebSocket.
- Optimized face recognition rate from 4 to 20 people per minute by switching to video face recognition.

Game Client Developer Intern, Chengdu Viking VR Company

Chengdu, China

C++, Network Game, Unreal Engine 4, protocol buffers

Jul/2017 – Nov/2018

- Worked for a multi-player FPS shoot game client program.
- Developed background sound manager, equipment, and some UI display.
- Accomplished throwing weapon system and sync action and damage info between clients via protocol buffers module.

PROJECTS

Personal Blog Website, <http://yifu.click/>

Oct/2018 – Now

Java, Socket, Maven, Spring, MySQL, JDBC, HTML/CSS, JSON, Bootstrap, JavaScript, Ajax

- Developed a web application with Front-End page and Back-End server for users to record their blog.
- Imported markdown display and editor plugins to support markdown feature.
- Used the MVC model to separate model, view and controller for better development.
- Utilized bootstrap and Ajax to achieve a responsive SinglePage Web Application.
- Used Java socket to construct server, used Java NIO, JDBC connection pool and thread pool to improve concurrency performance. Improve requests per second from 42 to 52.

Socket Network Programming

Mar/2018 – Apr/2018

Linux, C++

- Developed a client and server program running in Linux that support dictionary query.
- Utilized TCP and UDP socket to transfer byte between different program.
- Built server program to receive query request and search keyword in a Trie dictionary.

Number recognition by deep neural network

Jan/2017 – Mar/2017

C++, DNN, SGD

- Constructed a DNN model to recognize numbers from MNIST handwriting data.
- Built a three layers DNN with 784, 30, 10 neurons in each layer.
- Used SGD and BP algorithm to train hyperparameters.
- Achieved 95% above accuracy in final test. (9583 out of 10000).