

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, 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

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

May/2018 – Jul/2018

- Worked on a face reorganization platform powered by Spring Framework.
- Created a software license management module deployed on TrueLicense engine.
- Developed a real-time Video Surveillance System between Android client and server utilize Socket and WebSocket (480P @ 24FPS).

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.
- Import markdown display and editor plugins to support markdown feature.
- Using the MVC model to separate model, view and controller for better development.
- Utilized bootstrap and Ajax to achieve a responsive SinglePage Web Application.
- Using Java socket to construct server, using 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.
- Using SGD and BP algorithm to train hyperparameters.
- Achieved 95% above accuracy in final test. (9583 out of 10000).