

Yifu Wang

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OBJECTIVE

- 2019 Summer Software Engineer Intern

SKILLS

- Java, Servlet, JSP, JDBC, Python, C++, Android, SQL, Database(MySQL), SVN, JavaScript, Unreal Engine 4, Socket, Spring, Linux.

EDUCATION

University of Southern California

Los Angeles, USA

- Master of Science in Computer Science (GPA:4.0/4.0) Jan/2018 – Dec/2019

University of Electronic Science and Technology of China

Chengdu, China

- Bachelor of Science in Electronic Information Science and Technology (GPA:85/100) Sep/2013 – Jul/2017

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

Key/Value Database

Aug/2018 – Sep/2018

Database, Python

- **Implemented a key/value database with binary tree structure.**
- Program satisfy Atomicity and Consistency attribute in ACID concept
- Separated logical and physical layers for better flexibility.

Socket Network Programming

Mar/2018 – Apr/2018

Linux, C++

- **Developed a client and serveral servers 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.
- Implemented L2 regularization and Cross Entropy loss function to improve performance.
- Achieved 95% above accuracy in final test. (9583 out of 10000)

Related Coursework

- Advanced Programming Language, Discrete Mathematics, Computer Organization Principles, Analysis of Algorithms, Computer Network, Database System, Machine Learning