

JIAQI WU

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Education

- **Concordia University, Montreal, Canada** *Expected Aug. 2021*
M.S. in **Applied Computer Science**, GPA: 3.88/4.30
- **Jilin University, Changchun, China** *Jun. 2018*
Dual Degree:
B.E. in **Computer and Application**, GPA: 3.70/4.00
B.S. in **Tang Aoqing Honors Program in Science(Chemistry)**, GPA: 3.87/4.00

Skills

- **Programming Languages:** Java(3 yrs ++), JavaScript, Python, SQL
- **Backend Framework:** Spring, Spring Boot, Spring MVC, Hibernate, Spring Data JPA, Spring Security
- **Frontend Framework:** Semantic UI, Ant Design, jQuery, Bootstrap, React, Redux, React Router
- **Databases:** MySQL, Redis, MongoDB
- **Web Tools:** Git, Tomcat, Docker, Maven, Gradle, Node, Grunt, Gulp, WebPack
- **Methodologies:** Agile/Scrum, Waterfall, Design Patterns, RestFul API

Internship Experience

- **Jishi Technology Inc., Montreal, Quebec, Canada** *Jun. 2020-Aug. 2020*
Software Testing Intern
 - Review user stories/requirements, design test cases, and write software testing documentation
 - Perform end-to-end testing, regression testing, and smoke testing on Web applications and mobile apps
 - Use Microsoft Teams to cooperate with product managers and software developers
- **Inspur Software Group Co., Ltd. Jilin Branch, Changchun, China** *Nov. 2017-Feb. 2018*
Software Development Intern
 - Participate in the development of China Telecom Jilin Branch on-site integrated maintenance platform
 - Realize the functions of engineer maintenance and inspection with Baidu Map API
 - Optimize the system interface using JavaScript, jQuery, and ECharts
 - Assist in maintaining standardized documentation such as software development documentation

Projects

- **Software Failure Tolerant/Highly Available Distributed Player Status System (DPSS)**
Implement a distributed system to manage player status across multiple game servers used by players and administrators. The system can tolerate single software failure using active replication.
 - The server system has three replicas each running a different implementation
 - Use CORBA as the RPC(Remote Procedure Call) framework between clients and servers
 - Implement a reliable FIFO broadcast subsystem over the unreliable UDP layer
 - Design and implement a Replica Manager to manage the server replica group information
- **Implementation of HTTP client and server**
A Realization of the Web server and client based on the principle of the HTTP protocol. It can realize the server's request, response, redirection, and other functions.
 - Implement an HTTP client and an HTTP file management server based on UDP protocol
 - Implement Selective Repeat ARQ algorithm to guarantee packet transmission over unreliable network links
 - The server has multithread support that allows multiple clients to request simultaneously