

Luna (Xiuhui) Wang

Seeking a New-Grad **Software Engineer** position starting in **May 2024**

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EDUCATION

University of San Francisco (GPA: 4.0 98/100)	MSc in Computer Science	Expected May 2024
University of Edinburgh, UK	MSc in Computer Science	Nov 2013
University of Wuhan, China, Top 10	BSc in Mathematics	Jun 2012

SKILLS

Languages	Java, Python, Golang, C, C++, C#, PHP, HTML, CSS, JavaScript, jQuery, SQL, LaTeX
Framework	Spring Boot, React, .NET Framework, Hadoop DFS, MapReduce, Spark, Bootstrap, NodeJS
Tools	Git, Kubernetes, Docker, AWS (IAM, EC2, ELB, ASG, S3), Tableau, REST API, JavaFX, JUnit, ns-3, Linux, Windows, MySQL, MongoDB
Other	English, Mandarin, Communication, Fast learning, Start-up Experience, Tech-Education

EXPERIENCE

Software Engineering Intern (Full Stack) Jan 2023 - Present
Silicon Valley Chinese Sports Association <http://www.svcsa.org/> Bay Area, CA

- Developed an online registration module for a sport competition website, used by 300+ athletes and 30+ teams this season, reducing manual intervention by 70%, using HTML, JavaScript, PHP.
- Discovered existing MySQL database issues, designed and implemented corrective solutions, reduced null values in tuples, resulting in improved database query efficiency.
- Demonstrated exceptional onboarding speed, quickly mastering the existing code structure within the 1st week. Independently developed features starting from the 2nd week.

Software and Hardware Engineer Mar 2014 - July 2022
China Energy Engineering Corporation (FORTUNE 500) Shanghai, China

- **Software:** redesigned a file management system for 500+ users within the company, using Visual Basic. Managed core Oracle databases storing 60% of the company's projects.
- **Hardware:** maintained 10 physical servers and 100+ virtual machines on VMware, including procurement, installation, networking, security, and backup, which are used by 500+ engineers.

Teaching Assistant and Research Assistant Mar 2023 - Present
• Worked for the University of San Francisco. Received multiple **scholarships**.

PROJECTS

Distributed File System & Computation Engine (Big Data) Jan - Apr 2023

- Designed and implemented a scalable DFS from scratch using **Golang**.
- Deployed the system on a cluster with a centralized name node, using TCP and **Protocol Buffer** for communication.
- Allowing users to pass in **MapReduce** jobs through .so file at runtime and evenly distributed it across the cluster.
- Achieved storing and computing GB-sized files in seconds by **parallel storage and computing**.
- Demonstrated exceptional **fault tolerance**, ensuring uninterrupted operation with only 3 available nodes.

Simulation of Network Router Services (Network) Mar - May 2023

- Utilized **Object-Oriented Design** principles to design and implement an extensible base class architecture. On top of that, created 2 Quality of Services (**QoS**) and validated their effectiveness through **TCP** and **UDP** traffic testing.
- Programmed with **C++**, simulated on the open-source platform **NS3**, and validated using **Wireshark**.

Hotel Search and Review Website (Full Stack) Sep - Dec 2022

- Developed Web Application similar to Expedia, with support for multi-user login and session management, hotel browsing, reviewing, and hotel reservation by date. Using Multi-threading **Json** Parser to load data.
- Using **Apache Velocity Engine**, **Bootstrap**, **JS**, **Ajax** for the frontend, **Java** and **MySQL** for the backend, and **Junit** for automation testing.