+44-7534737877
songyi102788@gmail.com

Ethan Song
https://yisong408.github.io/

Github: github.com/yiSong408
Linkin: www.linkedin.com/in/yi-song-14b82717a/

Education

Bristol, UK	University of Bristol	09.2023–NOW

Computer Science – Msc (GPA:70)
Courses include: C programming and data structure, Computer architecture, Software tools
including git, shell script and SQL, software engineering, JAVA and object oriented
programming, Web engineering
Summer project: AI For Early Detection & Treatment of Cancer

Bath, UK	University of Bath	09.2019–10.2021

Modern Building Design - Msc
Summer project: Comparison of sustainable analysis tools between Europe and China

London, UK	London South Bank University	09.2017–07.2019

Civil Engineer - Bsc (First Degree)
Summer project: Structure analysis with Autodesk Robot and Revit

Projects

BrisHack 2024
https://github.com/Chris-C3A/Falcon-Brishack
Held by Dyson, Boeing and University of Bristol
Created a medical management system integrated with artificial intelligence analysis capabilities aimed for
reducing the waiting time for community doctor appointments
What I did:
Made the user–end and hospital–end pages based on ReactJS and Tailwind CSS
Utilized Flask framework as Backend, and train model by using OpenAI API

Platformer Game Project 2024
https://github.com/UoB-COMSM0110/2024-group-18

A group project, which is inspired by the movie Tenets, using JAVA and Processing
Tested and evaluated through whole lifecycle with agile development mod.
What I did:
Colision check between sprites and static tile maps
Key game machanics including time inversion with LinkedList to store player location
Design of map and puzzles in game

Technical Skills

Language: JAVA17, Python3, C99, Javascript/HTML/CSS, Shell, SQL

Framework and libraries: Spring, Mybatis, Flask, Pandas, Jupyter Notebook, React, VUE

Tools: Git, Linux, Docker, AWS(EC2, Elastic Beanstalk), Redis, Maven, Postman, Cucumber, Junit, JWT

Emloyment

Structural Engineering	WPG Shanghai	2021.4–2023.4

Made structural model with Revit and Rehino
Did structural analysis with Matlab and Autodesk Robot
Display masterplan with UE4 with programming by blueprint
Collabrating different departments to merge models from different ways together