Yibo Ji

1247 W 30th St, Apt 301, Los Angeles, CA, 90007 · yiboji@usc.edu · (213)-422-4237

OBJECTIVE

Seeking **Internship** position in **Web Development/Software Development**

EDUCATION

Master of Science, Computer Science (**GPA 3.89 / 4.0**) Dec. 2016

University of Southern California, Los Angeles, California

Bachelor of Engineering, Measuring Testing Technologies and Instruments Jul. 2013

Hefei University of Technology, Hefei, Anhui, China

RELEVANT COURSEWORK

CS402: Operating Systems, **CS571:** Web Technologies, **CS570:** Analysis of Algorithms, **CS561:** Foundations of Artificial Intelligence, **CS455**: Introduction to Programming System Design, **EE450:** Introduction to Computer Networks

TECHNICAL SKILLS

Programming Languages: C/C++, Java, Python, C#, Linux shell scripts, Linux programming

Web Development: HTML, CSS, Bootstrap, JavaScript, NodeJS, AngularJS, JQuery, AJAX, JSON, XML, PHP, CodeIgniter

Database: MySQL, MongoDB

WORK EXPERIENCE

Linux Developer, *Under **Dr. Young Cho**,* Information Sciences Institute Aug. 2015-Present

- Programmed an Ubuntu phone in Python and Shell Script to record and process audio, sensor battery and temperature and upload data to a backend server. Also programmed the server for socket communication, database management, and web front-end by using NodeJS, MongoDB and AngularJS.
- Implemented a FIFO directory and Mutex for recording process and uploading process.

Embedded System Developer, *Under **Dr. Yang Zhang**,* Hefei University of Technology Dec. 2012-May. 2014

- Implemented an embedded gateway used for the communication of two different industrial networks, CANopen and PROFIBUS-DP, based on ARM Cortex-M3 processor.
- Developed the whole software including the application layers of these two networks and data transfer.

PROJECTS (portfolio: http://yiboji.net/projects)

Artificial Intelligent Game of Tic Tac Toe (Python, Algorithm Design) Jan. 2016

- Implemented best-first search, minimax, and alpha-beta algorithms for the game.

Weenix OS Kernel Hacking (C, Git, GDB) Sep. – Dec. 2015

- Implemented the kernel process, thread, VFS layer and Virtual Memory for the Weenix OS.
- Implemented system calls, such as open, write, read, lseek, mknod, waitpid and exec.

Website Visitor Tracking (NodeJS, AngularJS, MongoDB, Bootstrap, Socket.io, Web Socket) Jul. 2015

- Implemented tracking the visitors' public details (IP address, location, city, visited time and visited contents), storing and displaying on a global map.

Manage-side and Customer-side websites for e-commerce company (HTML, CSS, JavaScript, PHP, AJAX) Jan. – May 2015

- Implemented the shopping backend administration with a functional UI, in which we can manage products and users in database.
- Implemented the shopping website with shopping cart and product recommendations based on the purchase habits of a particular customer.

TCP and UDP Communication (C, Socket programming, File I/O) Jan. 2015

- Implemented the TCP and UDP communication between clients and servers so that clients can request data from servers in a similar way to DNS requests.

AWARDS

National First Prize in China, 7th National Undergraduate Students "Freescale Cup" Intelligent Car Competition 2012

- Implemented an intelligent model racing car based on ARM processor.
- Designed an innovative follow-up algorithm using a rotatable sensor to follow up racing routes to maximize the speed of the car.