

# Yifan He

☎ 438-995-6468 | ✉ [hd990523@gmail.com](mailto:hd990523@gmail.com) | 📍 Montreal, QC



<https://github.com/yifan-He/Projects-Demonstration>

Personal Web Page: <https://yifan-he.github.io>

## Education

Concordia University

Montreal, QC

Bachelor of Computer Science

June. 2018 - May. 2022

**Courses:** *Data Structures& Algorithms, Operating System, Data Base, Web Programming, Software Engineering, Artificial intelligence, Data Communication & Computer Networks, System Hardware, programming languages, Computer Graphics, Elementary Numerical Methods.*

## Professional Experience

Bytetable

vancouver, BC

software Engineer Intern

Jan 2023 - May 2023

- Worked as part of a high-performing agile team to develop community web applications using modern development tools to provide services such as consumption for the community.
- Assisted in the development of customer orders, check customer points, and customer prize redemption features to enhance the user experience.
- Helped to find resources such as images to accomplish and manage the application data.

## Projects

### FishBall Community Application

- Built a partially-finished community shopping platform to help customers make their daily shopping more convenient.
- Independently completed features, using **EasyUI+jQuery** independently on the front end and **SpringBoot+MyBatis3+MySQL** on the back end, and providing a unified **RESTful** interface.
- Using **DES** and **DM5** to encrypt and decrypt platform passwords, **redis** stores infrequently changing resources such as photos.
- Assist in generating **QR codes** and logging in or registering with the **WeChat** third-party interface.

### Eight-Emperor card game (C++)

- Lead a team of five people at school to implement a strategy card game in which you draw cards, deploy and command armies to take over the continent and pass the scoring at the end.
- Integrated map, load map, card, player, and bidding phase these 5 parts and overall contributed over 50% of the code. (Especially on the **observer design part** and **strategy design part**)

### Database design of COVID-19 vaccination system

- Participated in a database design with a team of 5 people in school, involving the designs of E-R diagrams, keys, entries, and relationships.
- Implemented the database with **SQL**. (mainly)
- Constructed a web page with **HTML/CSS/PHP** for query input. Ex. Adding, Deleting, and Searching vaccination information.

### Unity game - The Hive

- Built a puzzle-solving 2D maze pixel game using **Unity** in a school team of 5.
- Independently Implemented basic UI such as backpack, menu, character blood bar, battery level, and hunger level by using C# script.
- By using C# script to develop some characters and a simple backpack function that allows the player to interact with the backpack. The backpack has functions such as describing, storing, discarding and using items.

## Skills

Front-end:

HTML, CSS, JQuery

Back-end(FrameWorks):

Java, C++, Python, Spring, Mybatis, Maven, JUnit

Deployment:

GitHub, git

Database:

MySQL

Other Tools & Services:

ECS, VScode, Visual Studio, Postman, Unity

Language:

Mandarin, English, French(learning)