


Yifan He

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

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.*

Projects

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 (SQL, PHP, HTML, CSS)

- 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.

Simple simulation of the interaction between A user and A server on the network (Python)

- Directed a two-person team to simulate the communication between a user and a server over **TCP** and **UDP** protocols in a network.
- Designed and architected get, post and other user requests and respond accordingly.
- Completed the 3-way handshake and mechanism for resolving lost or delayed packets in the TCP protocol

Unity game - The Hive (C#)

- 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.
- Developed 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.

Self-learned

- Knowledge of some basic Linux-related commands
- Knowledge of some concepts and usage of Automation testing.

Skills

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|------------------------------------|-------------------------------------|
| Front-end: | HTML, CSS |
| Back-end: | Java, C++, Python |
| Deployment: | GitHub |
| Database: | MySQL |
| Other software (Game development): | Unity |
| Language: | Mandarin, English, French(learning) |