Ying Tu

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SKILLS

Language Python | Java | JavaScript | TypeScript | C | SQL | Unix/Linux Shell

Frameworks Next.js | React.js | Node.js | Spring Boot | React Native | Android | Django | Flask | FastAPI

Databases MySQL | PostgreSQL | MongoDB

Platforms/Softwares AWS(EC2/S3/ELB/EBN), GCP(Cloud Storage/Pub Sub/Cloud Run), Firebase(Functions/Firestore), Docker

Tools Jest | Cypress | Git | GitHub Actions | Postman | Restful API | GraphQL | TailwindCSS

Certifications AWS Cloud Practitioner

EDUCATION

University of Southern California, U.S.

Expected Dec. 2025

Master of Science in Computer Science

GPA: 4.0/4.0

• Courses: Analysis of Algorithms, Operating Systems, Database Systems, Introduction to Programming System Design

National Taiwan University, Taiwan

Jan. 2022 GPA: 3.98/4.0

Master of Science in Chemical Engineering National Taiwan University, Taiwan Bachelor of Science in Chemical Engineering

Jun. 2019 GPA: 3.95/4.0

- Three times Academic Excellence Award (Top 5% students of the year)
- Courses: Computer Programming (A+)

PROFESSIONAL EXPERIENCE

Jun. 2024 - Expected Aug. 2024

Frontend Engineer Intern

Appier

GBCS Group Feb. 2024 - May 2024

Backend Developer Intern

- Engaged in **software development life cycle**, including project planning, customer requirement analysis, API design, documentation, QA, and maintenance
- Exposed mathematical equations for calculating lifetime greenhouse gas (GHG) emissions of vehicles as API endpoints using Python FastAPI backend framework
- · Collaborated with research team to refine 40 equations, ensuring data integrity and smooth endpoint integration
- Led a backend team of **six** to consolidate documentation and related materials, facilitating communication within teams and with cross-functional teams
- Integrated backend GHG APIs with three frontend services, enabling seamless data exchange and display
- Identified strengths and weaknesses of GHG models by quantitative analysis of 422 endpoints across fleet modes and lifecycles

SELECTED PROJECTS

Portfolio Website - yingtu35.github.io/

May. 2024

- Decreased Largest Contentful Paint from 5s to 1s by optimizing responsive image sizes and format, and leveraging fetching
 priority and lazy loading on images
- Prevented unnecessary event handler execution with debouncing and throttling, improving resource usage and user experience
- Applied responsive web design with CSS media queries to let website adapt to various screen sizes and platforms

GitHub Issues Manager Mar. 2024

- Crafted a GitHub issues management application using Next.js framework with TypeScript and TailwindCSS
- · Used OAuth 2.0 for secure user authentication and access authorization, leveraging GitHub REST API for issues management
- Enhanced page loading speed with Server-side Rendering and Code Splitting for better SEO performance
- · Adopted skeleton loading to reduce bounce rate and cumulative layout shift, improving user experience

Mobile eBay Search App Dec. 2023

- Developed a Android mobile application with Java, allowing users to search for eBay products and create a customized wishlist
- Familiarized with cloud services by deploying back-end server to AWS Elastic Beanstalk to serve HTTP requests
- Decoupled API requests from fragments for clean design and ease of maintenance, reducing development time by 25%

YouTube Clone Sep. 2023

- Engineered a serverless and scalable back-end system with **Google Cloud Platform** to manage up to **80** concurrent user requests.
- Deployed a video processing service that reduced video sizes by 90%, enhancing storage efficiency and streaming performance.
- Employed server-side rendering techniques with Next.js to accelerate website loading times