Xueying Gu

Phone: (207) 249 2758   Email: xgujavascript@gmail.com
LinkedIn: https://www.linkedin.com/in/yingxuegu
Personal Projects: http://www.guxueying.com/personal_website/
GitHub: https://github.com/yingxuegu

Objective

An employment opportunity in a computer science related field.

Education

The University of Maine, School of Computing and Information Science
Master of Spatial Information Science and Engineering   September 2013 – December 2015

Beijing Forestry University, College of Forestry,   September 2009 – July 2013
Bachelor of Science in Geographic Information Systems

Work Experience

Professional Service Intern, Esri, Redlands, USA   May 2015 – August 2015

Web Developer, Advanced Structures & Composites Center, Orono, USA   April 2014 – May 2015

Summer Intern Programmer, Fangshan District Environmental Protection Agency, Beijing, China

July 2011 – September 2011

Projects

Happy News Website   March 2016 – April 2016
Link: http://www.guxueying.com:3000/
This project is to create a news website with Angular, MongoDB, Bootstrap, NodeJS and Express. It is built from scratch. The website also follows responsive design. News data is stored in MongoDB. The goal of this project is to help user find the news they like to read.

Chrome Extension – History Wiper   February 2016 – April 2016
Link: https://chrome.google.com/webstore/detail/history-wiper/iahlekcomboaljagackjkigepnfaphkc
It is a chrome extension which can stop record your history and browsing data about specific words. By default, it already has included some vulgarity and adult words. You can also add some website domain names by yourself. It is based on JavaScript and Chrome Extension API.

JavaScript Game – flappy bird   November 2015 – November 2015
Link: http://guxueying.com/flappy_bird/
The game is programmed with JavaScript and HTML5. From the project, I learn canvas of HTML 5 and requestAnimationFrame function. We can also play the game on mobile phones. I also use CocoonJS to transform the JS code into Android or iOS Apps.

Event Map   July 2015 – August 2015
Link: http://guxueying.com/event_map/src/
The project is to create a website which people can publish their events. It is based on ArcGIS JavaScript API, Bootstrap, Dojo, ArcGIS Online, ArcGIS REST Service. The data is stored in ArcGIS Online. This project also has a dashboard page, which includes event data visualization and statistics. The procedures are as below.
1. Select one event type
2. Click the event location on the map
3. Input detail information about the event.

Data reviewer widgets in Web AppBuilder   June 2015 – August 2015
The project is to create a widget for Data Reviewer with JavaScript in ArcGIS Online. The widget is used to show and modify the life cycle of reviewing data. What I have done is as below.
1. Designed UI for the widget
2. Developed and implemented the widget with Dojo Framework
3. Used Data Reviewer API and ArcGIS JavaScript API

Identification module for GeoPlanner   May 2015 – July 2015

The module is used to identify values for each raster layer. It is useful for users to verify their models. My job is as below.

1. Designed and implemented raster functions to get data from each raster layer
2. Developed the module with ArcGIS JavaScript API and ArcGIS REST service

Kriging algorithm implemented with ArcGIS JavaScript API   October 2015 – December 2015

Links: http://www.guxueying.com/Arcgis_javascript_kriging/index.html

It is a project for Spatial Analysis course. The project has two versions. One version is implemented with R. In this release, I implemented Regression Kriging. Another version is implemented with JavaScript, HTML5, and ArcGIS JavaScript API.

Web Chat website   February 2015 – February 2015

Links: http://www.guxueying.com/WebChat/login.php

People can chat with another person online. The website is implemented with PHP, AJAX, CSS and MySQL. Messages are stored in MySQL. The procedure is as below.

1. Sign up and Login
2. Find a friend in friend list
3. Send and get messages to him or her

Advanced Structures & Composites Center information system   April 2014 – May 2015

• Designed and developed an information system for Advanced Structures & Composites Center with PHP (CodeIgniter), JavaScript and jQuery
• Created database by MySQL and programmed SQL scripts
• Developed Timesheet function for hourly students and monthly staffs to input timesheets
• Designed and implemented Office functions: Email function, PDF function
• Built inventory and lab managements modules
• Working with team in the center to modify the system

EPA Information System   July 2011 – September 2011

• Participated in building a new information system for Fangshan District EPA
• Encoded with .net framework and SQL Server to develop an office system
• Enhanced understanding of database and programming language in a real world environment

Java Games   March 2013 – June 2013

I programmed three games all by myself: Greedy Snake, Tetris, Super Mario. I learned a lot about graphic programming and logical theories. By programming these games, I became familiar with Java.

Computer & Language Skills

• Programming Languages: JavaScript (Dojo, Angular), Java, PHP, Python, C
• Operating Systems: Linux, Windows, Unix
• Database: SQLServer, MySQL, PostgreSQL, MongoDB
• GIS Software: GeoServer, QGIS, ArcGIS Platform, Leaflet
• Writing Skills: Ability to efficiently produce concise, organized reports and labs
• Native Fluency in Mandarin Chinese
• Professional Working Proficiency in English

Leadership

President of GIS Club, College of Forestry, Beijing Forestry University   September 2010 – July 2011
School Student Council, Beijing Forestry University   2009- 2012

Honors, Awards & Certificates

• Won 3rd place in Spatial Analysis in the National University GIS Skills Competition (2011)
• Awarded with the National Motivation Scholarship (2011)
• Recognized as Outstanding Student Leader of Beijing Forestry University (2010)
• Awarded with the certificate of MapGIS cartographic engineer (2011)