

Yingying Sroy

(209) 561-4449 | Yying6890@gmail.com | <https://www.linkedin.com/in/yingying-sroy> | <https://github.com/yinh98s>

Recent computer science graduate seeking entry-level software engineering role. Experience with full-stack development, database systems, and cloud deployment

Education

B.S Computer Science / *California State University, Sacramento* **Graduated:** December 2023

A.S Computer Science / *San Joaquin Delta College, Stockton* **Graduated:** May 2021

A.S Mathematics / *San Joaquin Delta College, Stockton* **Graduated:** May 2021

Technical Skills & Knowledge

Programming Languages: Python, Java, C/C++, Java Script, SQL

Frontend: React, HTML/CSS, Bootstrap

Backend/Database: MongoDB, MySQL, AWS

Operating Systems: Linux/Unix

Work Experiences

Program Support and Student Assistant / California State Teachers' Retirement System *July 2023- January 2024*

- Maintained enterprise database containing 50, 000+ confidential teacher retirement records using SQL queries and data validation scripts
- Formatted 1,000+ documents, keeping clients up to date on current events within the department.
- Collaborated closely with team members to ensure the efficiency in data management and administrative tasks, leading to the smooth operation of the CALSTRS department
- Supported 100+ employees with their documentation using an internal database for secure retrieval.

Student Assistant and Grader / California State University – Sacramento *Spring 2022*

- Assisted the professor in daily classroom operations, ensuring smooth instructional activities related to Java Programming
- Performed grading duties for Java programming assignments, quizzes, and discussions, maintaining the consistency in evaluation in the classroom
- Communicated course updates and announcements promptly to students, ensuring timely dissemination of information

Certificates

Python for Everyone / *Coursera – University of Michigan* Jan 2023

Information Technology Specialist – Networking / *Udemy* Feb 2024

Introduction to Enterprise Security / *Splunk* Nov 2023

Projects

2D – Game (Using the Gaming API) / Spring 2022

- Developed a 2D game utilizing the provided gaming API as per the assignment instructions
- Built a 2D game engine in Java implementing collision detection, pathfinding algorithms, and sprite-based character movement system (2000+ lines of code)
- Implemented collision detection mechanisms to ensure seamless interaction between avatar and the environment which enhanced the gaming experience

Form-Based web (teamwork) / Spring 2022

- Collaborated with a team of 4 students to develop a user-friendly webform allowing users to effectively store, update, remove, and save personal information
- Developed over 1000 lines of code using React.js for the frontend implementation, making sure the webform is intuitive and responsive user interface
- Ensured effective connection between the frontend and backend systems by utilizing Spring Boot method

Web Development Project (Senior Project) / *Fall 2023*

- Developed an e-commerce platform for a local pizza store, incorporating various programming languages such as React.js, Bootstrap, CSS, MongoDB, and a robust testing system
- Implemented a responsive frontend using React.js, Bootstrap, and custom CSS, integrated with MongoDB for data management
- Employed AWS for scalable deployment and implemented a test system that ensure functionality and reliability
- Collaborated closely with a team of 9 students to exceed client expectations