Yinuo (Lyla) Feng
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Personal Profile
A diligent and motivated computer science student with a strong foundation in software development, particularly in front-end web development.

Education
Northeastern University   *Ongoing* | **Sep 2023 - Present**
   MS, Computer Science
   GPA 4.0/4.0

Project Experience
Shopping Website Project | React, Node.js/Express, Prisma, MySQL, Auth0, Render
Team Project
- Developed a **full-stack** shopping website using **React** for the frontend, **Node.js/Express** for the backend, and **Prisma** as the ORM for interacting with a **MySQL** database.
- Implemented user authentication and authorization using **Auth0**, enhancing security by protecting user data and access.
- Successfully deployed the website using **Render**, ensuring reliable uptime and accessibility for users.
- Enhanced backend comprehensiveness by implementing testing with postman, increasing testing coverage to 90%.
- Collaborated with teammates adopting agile development methodology to conduct code reviews, testing, and debugging to maintain high code quality and reliability.

Python API Based Map System | Python, RESTful API, Streamlit
Individual Project
- Designed and implemented a **Python-based** map system to retrieve and display geographical data, including maps, routes, and points of interest.
- Integrated with **public REST APIs** to access geographic data and services, leveraging web services for data retrieval and manipulation.
- Developed custom functionalities to analyze and interact with map data, such as route planning, geocoding, reverse geocoding, and location-based search, enhancing the utility and versatility of the map system.

Work Experience
Northeastern University   **Jan 2024 - Apr 2024**
Teaching Assistant for CS5001: Intensive Foundations of Computer Science
- Assisted in developing and writing comprehensive unit tests for student assignments, ensuring code quality and functionality by applying **test-driven development** principles and best practices.
- Facilitated group discussions, study sessions, and team-based learning activities to reinforce course concepts and promote collaborative learning among students.

Course Work
Game Programming (Unity and C#), Object Oriented Programming (Java), Data Structure and Algorithms (C), Web Development (HTML, CSS, Javascript)

Technical Skills
- **Programming Languages:** Python, Java, C, C#, Javascript, Typescript
- **Frameworks & Tools:** Linux, Unity, Node.js, React, git, Prisma, MySQL, postman