

Yujin Zhang

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EDUCATION

University of Illinois at Urbana-Champaign

Graduating December 2018

Master of Computer Science, GPA: 3.8/4.0

Selected Coursework: Communication Networks, Software Testing and Analysis, Computer Vision

University of Michigan - Ann Arbor

September 2015 – April 2017

Bachelor of Science in Engineering in Computer Science, GPA: 3.6/4.0

Selected Coursework: Operating Systems, Web Programming and Information Systems, Database Systems

Shanghai Jiao Tong University, China

September 2013 – August 2017

Bachelor of Science in Engineering in Electrical and Computer Engineering, GPA: 3.4/4.0

SKILLS

Languages: (Proficient) Java, Python, C/C++; (Familiar) JavaScript, C#, MySQL, MongoDB, HTML, Matlab

Tools and Frameworks: Linux, Git, React, Node.js, Unity3D, CUDA, Azure, Maven, Hadoop, Meteor, GNU Make

EXPERIENCE

University of Michigan, Crowds and Machines Lab

May 2016 – April 2017

Research Assistant - Appartition project: a crowdsourced UI prototyping web application

- Collaborated on an animation recording plugin for demonstrating interactive UI as the base research
- Identified and proposed new research opportunity of improving end user communication
- Developed a chat box and a real-time user status synchronization system, increasing task completion rate by 3 times
- Publication accepted by UIST as 2nd author (http://web.eecs.umich.edu/~wlasecki/pubs/SketchExpress_UIST2017.pdf)

PROJECTS

Chat Website with Threaded Messaging (<https://github.com/yujinz/rope-chat>)

- Developed a full-stack real-time chat room that enables threaded messaging
- Employed React as frontend, Node.js as backend, MongoDB as database, and Socket.io as real-time engine

STARTS (STAtic Regression Test Selection) Maven Plugin (<https://github.com/yujinz/starts>)

- Enabled concurrently running the test execution phase and the dependency analysis phase
- Reduced time required to perform dependency analysis phase by 70%

Game - Tower of Babylon (<https://github.com/yujinz/TowerOfBabylon>)

- Created a 3D platform action game with Unity in C#
- Developed a game mechanic where both attack and movement of the hero are controlled by joystick rotation

Web Photo Manager (*Course: Web Programming and Information System*)

- Co-developed a web album with a search engine for photo captions using Python Flask, MySQL and AJAX
- Constructed a Hadoop MapReduce workflow for building inverted index

File System and Thread Library (*Course: Operating Systems*)

- Converted a network file server to a multi-threaded program
- Implemented condition variable and thread as part of a C++ thread library