Junqi (Paul) Yu

(864)364-4763 | junqiy@g.clemson.edu

SUMMARY

Energetic university student with upcoming Bachelor of Science in Computer Science. Detail-oriented and motivated to stay on task, meet aggressive timelines and accomplish goals. Strong analytical and organizational skills within the Computer Science industry.

EDUCATION

Bachelor of Science in Computer Science   Expected May 2020

Minor: Business Administration   GPA 3.2/4.0

Clemson University   Clemson, SC

Dean's List Fall 2017 and Fall 2018.

Selected Coursework: Algorithms, Data Structures, Networks and Network Program, Virtual Reality Systems, Database Management Systems, and Applied Data Science.

SKILLS

Coding: C/C++, Java, C#, Python, HTML, PHP.

Technologies/Environment: macOS, Linux, MySQL, OpenGL, Unity, Blender.

PROJECTS

Good Driver Incentive Program   Fall 2019

- a web application for drivers to purchase products
- Applied software engineering principles along with AWS cloud computing.
- Designed and implemented the front end of the application using HTML in Scrum.

VR Earthquake Simulator   Fall 2019

- a VR program providing basic earthquake safety knowledge.
- Coded in C# to create a task list for users to complete and generate scores using Unity.
- Designed object models using Blender and user interface throughout the program.
- Tested, troubleshooted, and debugged the program for quality assurance.

MeTube System

Spring 2020

- an online multimedia database system.
- Developed databases for the web servers using MySQL.
- Designed and implemented the front end of the system using HTML.

EXPERIENCE

Clemson University Student Patrol   Clemson, SC

Student Patrol Corporal   October 2017 - January 2018

- Maintained and troubleshot 2 computers, 3 vehicles, 6 tablets.
- Provided technical assistance for staff, and implemented technical tutorials for staff.