

# YUANFA(LYAN) YE

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## OBJECTIVE

To obtain a Co-op opportunity related to Computer Science knowledge for the following summer 2020 and the fall semester 2020.

## EDUCATION AND TRAINING

### Bachelor of Science: Computer Science

Rochester Institute of Technology | Rochester, NY | 2022

- GPA: 3.7
- Dean's List Honoree: Fall 2017, Spring 2018, Fall 2018, Spring 2019
- Minor in Mathematic

## SKILLS

- Programming Languages: Python , Java , C , SQL , HTML
- Tools & Softwares: Pycharm , IntelliJ , Git Bash , GitHub , Eclipse , Git , LucidChart , Microsoft Office Suites
- Others: Quick learner , Work with passion , Teamwork skills , Communication skills , Bilingual language in English and Chinese

## PROJECTS

### Analysis of Life Standard Data among Countries

(Python) | Fall 2017

- Text file containing data of life standard among countries in the world would be read, sorted and stored.
- Allow users to search any sorted information. Ex: Average salary of residents for every country in Asia, what countries are in America etc.
- Use of turtle to draw the growth line of average salary for specific countries from specific period of years.

### Railroad Barons Game

(Java) | Spring 2018

- A Board game contains two modes, "4 players mode" and 1 "player vs. AI players". To win the game, a player should use her own strategies to obtain as many points as she can by occupying different length of railroads on the map.
- Data information containing map information and players information stored on text file can be read and manipulated.
- UI was Implemented on Java and GUI based on the principles of model-view-controller model.

### Posix Attacks

(C) | Fall 2018

- A game UI using ncurses library to portray a city being attacked by missiles, game information was read from text file.
- Multi-threading on defender shield that can be controlled by players and attackers for each missile.
- Freeing allocated memory spaces created during the compiler-run process after the game is finished.

### webchecker

(Java, CSS) | Spring 2019

- A group project to create a webchecker game by using Java and HTML knowledge.
- A player is able to log in to play with other players who have logged in. Inspectors are able to watch the game between other two players. Hints will be displayed when in-game players need help.

### Package

(Java, H2 Database) | Spring 2019

- A group project to design a database which is similar to current shipping companies to store the data of shipping information and package information of all customers.
- User interfaces for both customer side and employee side are provided for use.