Yiyun Yao (Tony)

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Education

Carnegie Mellon University, *M.S. in Information Networking*, Pittsburgh, 2016.08 - 2018.05.
- Courses: Cloud Computing, Web Application Development, Embedded Systems

Southeast University, *B.E. in Software Engineering*, Nanjing, 2012.09 - 2016.06.
- Overall GPA: 3.73/4.0, Ranking: $1^{st}/137$
- Google Excellence Scholarship: 1 out of 60 in China
- Core Courses: Geometry & Algebra, Data Structure, Operating System, Computer System, Principles of Compiler

Internship Experience

Microsoft Asia-Pacific Technology Co., Ltd., *Visual Studio Team*, Software Engineer, Shanghai, 2015.07 - 2016.01.
- Built a system to provide automation solution for publishing documents from git repositories to particular websites.
- Developed a document local preview tool in both ***Python*** (for rapid prototype) and *C#* (code maintainability).
- Programmed and maintained a management portal based on ***AngularJS*** to help customers configure repositories.
- Designed a highly modularized webpage based on *Directive* & *Controller* in *AngularJS* to show publish history.
- Implemented features to view change log and build log independently from viewing data to querying database.

G1Game Network Technology Co., Ltd., *Startup Company*, Software Engineer, Shanghai, 2014.07 - 2014.08.
- Created an *IOS* game based on *Cocos2d-x*, transplant it to the *Android* platform by *NDK* with detailed documentation.
- The game was once ranked 13^{th} among all the paid apps in the Apple App Store of China.
- Integrated and customized a monitoring system in *C++* to collect accurate and realtime debug information, including data like memory usage and error message, which accelerated positioning and reproducing the bug.

Projects & Competitions

HackShanghai: Chrome Theater, ($2^{nd}/60$) *in China*, Person in Charge, Shanghai, 2014.11.15 - 11.17.
- Developed ***Project Chrome Theater*** to allow customers to view online videos in the same way as watching TV by using the mobile app as the virtual remoter to control browsers.
- **HackShanghai** is the largest hackathon in China, which lasts for 24 hours and includes **60 teams** from most of the top universities in China, and even some participants from other countries.
- Programmed a ***Chrome application*** cooperated with the mobile app through *WebSocket*.
  - collected videos from the internet based on user habits and organized them into a watch list.
  - unparsed data received from the mobile app, such as play/stop, to operate the player in the application.
  - provided users with a fresh and easy-to-use front-end interface based on *Reveal.js*.
- Present to over 400 audiences, including reviewers and experts from enterprises.

Miller's Hollow Online, *Course Project of* ***Web Apps Dev***, Person in Charge, Pittsburgh, 2016.09 - 2016.12.
- ***Miller's Hollow Online*** (**proposals** & **specifications**) allows its users to play Werewolf in Miller's Hollow through video call.
- Programming the video transmission framework based on *WebRTC* and back-end server based on ***Django***.
- Using ***git*** and ***Github*** for collaboration and code reviewing.

Live Platform: Shaiguo, ($3^{rd}/35$) *in School*, Front-end Developer, Nanjing, 2014.08 - 2014.09.
- Developed a live platform including functions like sharing, chatting, subscription, rating and applying for individual live room.
- Programmed a front-end web app using ***AngularJS*** to make the code clean, modular, maintainable.
- Designed the *RESTful APIs* to provide uniform service for different front-end platforms such as web, mobile and desktop.
- Organized members to learn how to do code management using ***git*** and continuous integration using *Jenkins*.

Instant Messaging Tool – LYEPOP, ($1^{st}/35$) *in School*, Full Stack Developer, Nanjing, 2013.08 - 2013.09.
- Developed an Instant Messaging Tool for ***Linux***, which supported transferring texts, emoticons, pictures and files.
- Designed and programmed the system including:
  - a **multithreading** server for authentication and authorization, online notification and other C-S communications.
  - a fully P2P protocol based *UDP* for data transfer between users to reduce the load of the server.
  - a multithreading clients based on *GTK* to allow GUI, messaging and services to work concurrently.

RE to DFA Visualization, ($1^{st}/30$) *in Course Project for* ***Principle of Compiler***, Personnel, Nanjing, 2014.11 - 2014.12.
- Developed a command-line tool in ***Python*** to generate state machine diagrams of nondeterministic finite automata (NFA), deterministic finite automata (DFA) and min-DFA from an input regular expression (RE).
- Built a **website** to visualize the results of tool.