张奕昀

具有网络和软件开发技能。 善于自我学习，注重细节，擅长利用工具找到正确的解决方案。具有耐心、毅力、团队精神和分析能力。对学习新技术充满热情，热衷于将想法转化为实际应用。

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项目经历

问卷/测试应用 - 开发

03/2017 - 06/2017

- 使用Java开发了一个简易问卷和考卷应用。
- 用户可以为参与者创建或修改带有类型问题的问卷或考卷：单选、多选、匹配、排名、简答、长文、对错。
- 用户可以在控制台和文件环境中对问卷或考卷进行加载、显示、保存、修改、制表和评分。
- 通过使用开源的语音合成系统FreeTTS为应用程序增加了文字转语音功能。

关键词索引系统 - 开发

12/2018 - 03/2019

- 用Java实现了关键词索引系统，包含字母排序和循环转变模块。允许用户通过文件系统和控制台进行输入和输出。
- 在程序设计中应用观察者模式来处理不同状态和事件触发的行为和消息。

电影评分系统 - 开发

09/2020 - 12/2020

- 开发了一个响应式的网页应用，允许用户添加、评价电影，查看和修改电影评分。
- 在服务器端使用了RESTful API进行数据传输，并添加了JSON Web Token增加安全性。
- 用Android Studio在网页应用基础上开发了一个集成了该应用全部功能的原生安卓应用程序。

国际象棋棋子移动验证应用 - 开发 & 测试

12/2020 - 03/2021

- 开发了一个独立的Java应用程序，将用户的国际象棋棋盘配置作为输入，并输出指定目标棋子的所有可能的有效移动位置。
- 使用JUnit、EclEmma和SpotBugs测试该应用程序。

电子游戏分发服务 - 设计 & 开发 06/2020 - 09/2020

- 根据业务描述和需求分析，在MySQL数据库中设计和开发了一个用于数字分发服务的数据管理模型。
- 创建了相应的ER模型，数据库方案，数据字典，DDL，DML并通过查询语句进行验证。

战士战斗模拟器 - 开发

03/2021 - 06/2021

- 通过开发一个战士战斗系统，学习并实施了多种设计模式以及设计原理。
- 设计模式包括单例模式, 包装模式, 工厂模式, 建造者模式, 模板模式, 装饰器模式和状态模式。

技术技能

工具

Eclipse, IntelliJ IDEA, Visual Studio Code, Jupyter Notebook, Android Studio

编程语言

Java, JavaScript, Python

数据库管理

MySQL, MongoDB

教育经历

软件工程理科硕士

德雷塞尔大学，费城，宾夕法尼亚州
03/2020 - 09/2021
GPA 3.6/4.0

计算机科学理科学士

德雷塞尔大学，费城，宾夕法尼亚州
09/2013 - 09/2018
GPA 3.3/4.0

Yiyun "Ben" Zhang

Highly motivated developer with web and software development skills. A self-starter, attentive to details, resourceful in finding right solutions. Soft skills include patience, perseverance, teamwork and analytical. Passion in learning new technologies and turning ideas into real applications.

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Project Highlights

Survey/Test Application - Developer
03/2017 - 06/2017
- Developed a survey/test application in Java.
- Users can create or modify surveys/tests with various types of questions for participants: single choice, multiple choice, matching, ranking, short answer, essay, true false.
- Users can load, display, save, modify, tabulate and grade surveys/tests in both console and file environments.
- Added text to voice feature to the application by using open source speech synthesis system FreeTTS.

Key Word in Context - Developer
12/2018 - 03/2019
- Implemented Key Word in Context index system in Java, contains Alphabetizer and Circularshift modules. Allow input and output via both file system and console.
- Applied Observer pattern in program design to handle messages and behaviors triggered by different events.

Film Rater - Developer
09/2020 - 12/2020
- Developed a responsive web application that allows users to add, rate films and view ratings.
- Used RESTful API on the server side for data transmission, and JSON Web Token is implemented for security.
- Developed a native android application that integrates the existing web application.

ChessMove Validator - Developer & Tester
12/2020 - 03/2021
- Developed a stand-alone Java application that takes the user's chess board configuration as input and outputs all possible moves of the target piece.

- Test Java applications using JUnit Testing, EclEmma and SpotBugs.

Video game digital distribution service - Developer 06/2020 - 09/2020
- Designed and developed a data management model in MySQL database for digital distribution service based on business description and requirement analysis.
- Created corresponding ER model, Database Scheme, Data Dictionary, DDL, DML and verified with random queries.

Warrior Combat Simulator - Developer
03/2021 - 06/2021
- Studied and implemented multiple design patterns and principles by developing a warrior combat system.
- Design patterns include Singleton, Wrapper, Factory, Builder, Template, Decorator and State pattern.

Technical Skills
Tools
Eclipse, IntelliJ IDEA, Visual Studio Code, Jupyter Notebook, Android Studio
Programming Languages
Java, JavaScript, Python
Databases Management
MySQL, MongoDB

Education
Master of Science in Software Engineering
Drexel University, Philadelphia, PA
03/2020 – 09/2021
GPA 3.6/4.0
Bachelor of Science in Computer Science
Drexel University, Philadelphia, PA
09/2013 – 09/2018
GPA 3.3/4.0