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Zijian(Jay) Chen

Seeking entry-level software engineer position; Strong back-end and full-stack experience designing end-to-end systems

SKILLS (Skills ranked with familiarity)

- **Languages**: **Java**, **Python**, C, Swift and low-level machine code
- **Experience**: **Socket**, **Multi-threading**, **ConnectionPool**, **Git**, Bash
- **Back-End**: **Java SSM**, **MyBatis**, **Spring**, **SpringMVC**, **Spring Boot**, XML, Servlet, Tomcat, Docker, AJAX
- **Front-End**: **HTML**, CSS, **JavaScript** and Vue, Dynamic/Static Websites
- **Databases**: **MYSQL** and PostgreSQL
- **Environments**: **Windows**, **MacOS**, and **Linux**

EDUCATION

University of Victoria, Victoria BC, Canada *Sept. 2016 -- Apr. 2020*

Bachelor of Science - Computer Science Major (Software Engineering Option)

- Recipients of Undergraduate Entrance Scholarship and qualified for the Top 10 groups of Battlesnake Coding Competition in 2019

PROJECTS *(All open-sourced, see hyperlinks for technical details and demos)*

Shopping Platform — *Shopping Web-App* *May. 2020 -- Jul. 2020*

- Supported customers to create accounts for purchasing items and shop-owners to create new e-stores and to display and manage their SKUs on the platform for transactions, built by two different frameworks, SpringMVC(v1.0), SpringBoot (v2.0)

Technicals: Back: Java SSM, Spring, SpringMVC, SpringBoot, MyBatis| Front: HTML, CSS, JavaScript, SUIMobile, EasyUI, MYSQL| Cache: Redis| Server: Servlet, Tomcat, and Amazon AWS| Environment: Centos 7.3

Day-Trade Stock System — *Python Back-End Program* *Jun. 2020 -- Apr. 2020*

- Built a scalable server to support 1000 users con-currently to request trading actions such as to buy, sell, or check stocks and to set a trigger to auto-process action when conditions were met(15% faster than historical records: 1000 transactions per second with 20 Docker machines)

Technicals: Python 3 | Back-End: TCP Sockets, ConnectionPool, and Multiple Threads| Front: JSON and XML | Database: MYSQL| Cache: Redis| Platform: Docker Swarm| Environment: Ubuntu

Picar-B Mars Rover — *Multimedia Technology Robot Car* *Nov. 2019 -- Dec. 2019*

- Built an auto-driving robot car with object detection, ultrasonic scanner, and remote control features

Technicals: Python 3 | Raspberry Pi, ultrasonic sensor, camera, and wifi receiver | Raspbian

Airline Check-In System — *Simulation C Program* *Oct. 2018 -- Nov. 2019*

- Designed multi-thread program with mutex lock and condition variables to control the program and to simulate an check-in system with customers and clerks to process the work

Technicals: C| Ubuntu

GAME DESIGNS

Flappy Bird Game — *Java Game* (Jun, 2019) - *A Desktop imitation of Flappy Bird Game*

Technicals: Java| Environment: Desktop Windows

Cards Match Game — *Mobile Game* (Sept, 2018) - *Flip card pairs until all matched cards on board are found*

Technicals: Swift| Xcode| Environment: IOS, Android