Yifan Zhu

332 Geneva Str, St.Catharines, Ontario postal L2N 2G6
647 554-9525 | zyfeleven@gmail.com
https://zyfeleven.github.io/myWebsite/

EDUCATION

Bachelor of Science (Honours) – Computer Science *September 2021 – April 2024*
Brock University, St.Catharines, Ontario
Major Average/GPA: 89 | 3.85/4.0

TECHNICAL SKILLS

Language: **Java**, C#, **JavaScript**, HTML/CSS, **Python**, TypeScript

Technologies/Framework: Linux, Git, **React**, Redux, **MySQL**, **Springboot**, **Postman**

PROJECTS

Blog Website *2021.9~2021.12*
Developed a responsive blog website, incorporating a secure authentication system. The front-end was built using **React and Redux** for efficient view management, while the back-end was developed with **Express** to handle **AJAX requests**. Crafted effective **RESTful APIs** to facilitate seamless communication between the front-end and back-end. **MongoDB** was utilized for streamlined and organized data management.

English-Learning Website *2022.5~2022.9*
designed the front-end UI and user interfaces for an English-learning website, utilizing **React** and hosting the project on **GitLab**. Collaborated with back-end developers to rigorously test API functionality using **Postman**, ensuring efficient API calls from the front-end.

Java-based game: War of Village *2023.1~2023.4*

The game adheres to the **MVC** (Model-View-Controller) architecture and **OOP** (Object-oriented-Programming) paradigm, incorporating **Factory and Adapter design patterns** to enhance code maintainability. On the server side, I engineered effective APIs to facilitate client-server interactions, utilizing the TCP protocol for reliable, real-time communication. For database management, **JDBC** was employed to ensure data integrity and security.

SQL database design *2023.1~2023.4*

Designed database schemas with efficient queries using **PL/pgSQL** on a Linux system, achieving a **98% accuracy rate for query tasks**. Leveraged **Microsoft Access** to create an intuitive database view, providing a user-friendly interface for data interaction and visualization.

Research on applying Graph Neural Network in Vehicle Edge Computing *2023.5 ~2023.9*

Conducted research on the application of Graph Neural Networks (GNN) in the domain of Vehicle Edge Computing, specifically focusing on resource allocation strategies. Utilized **PyTorch** to build a **GNN model** that identified efficient resource allocation approaches, thereby enhancing the overall performance of the vehicle edge computing network.