

Tianyu Yao

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EDUCATION

Carnegie Mellon University Mountain View, CA
Master of Science in Software Engineering 08/2017 - 12/2018
Related Courses: *Foundations of Software Engineering, Service Oriented Computing, Foundations of Computer Systems*

Tongji University Shanghai, China
Bachelor of Engineering in Computer Science and Technology; GPA: 4/5 09/2012 - 06/2016

SKILLS

Programming Languages: JavaScript, Java, C++, C#, Python
Others: HTML, CSS(LESS, SCSS), Node.js, Socket.io, MongoDB, React.js, React Native

EXPERIENCE

Software Engineer Shanghai, China
Ping An Health Cloud Co. Ltd; App Store 07/2016 - 07/2017

- Developed and optimized the performance of the location-based game, *Walking and treasure hunting* in the hybrid app *Good Doctor* using JavaScript, React.js, and Redux, which now attracts two million daily users
- Developed a JavaScript framework and a system to track web page performance and JavaScript error stacks from users, now used in the entire app; developed a dashboard to visualize the data using JavaScript, which helped teams identify critical bugs

Full Stack Developer, Co-founder Shanghai, China
Taskbee; taskbee.cn; App Store 09/2015 - 07/2016

- Developed an entire online skill sharing platform independently: developed the server-side rendering web app using JavaScript, React.js framework and Redux architecture; developed the backend using Node.js, MongoDB and Socket.io; developed the iOS and Android apps using React Native, Redux, Java and Objective-C; implemented unit testing for JavaScript codebase using Mocha
- Developed growth hacking tools in JavaScript to promote the platform to university students, and reached more than 1,000 users in the first month of release

PROJECTS

Online Multiplayer Chinese Poker Game Based on TCP 09/2015 - 12/2015
Course project for Computer Network; Leader of 4 team members; Github

- Led the team in designing the protocol used in communication between server and client to save data, reached less than 4,000 bytes of data transmission for a round of game
- Developed the algorithm for the game rules and developed the game server using C++
- Developed a cross-platform desktop game client using JavaScript, NW.js, and implemented Flux architecture

Real-time Hardcoded Subtitle Removal from Videos 09/2014 - 08/2015
Independent Project for Shanghai Undergraduate Innovation Program; Github

- Developed the hardcoded subtitle removal application using C++ and OpenCV that plays original video and multiple processed video sources in real-time
- Developed a combination of thresholding, closing, and border following to locate the area of hardcoded subtitle, utilized inpainting algorithms to remove the subtitle, and achieved an optimal watching experience

Windows Phone Application to Make Windows Phone a Game Controller for PC 10/2012 - 01/2015
Independent Project; Reached over 14,000 users; joy.tianyu.xyz

- Developed the Windows Phone application and an algorithm to process the mobile phone's accelerometer sensor's data, and a game controller interface editor using C#
- Developed the corresponding Windows application to receive accelerometer sensor's data through UDP and transform it into game controller's movements on PC using C#, which supports multiple players

AWARDS

First Prize of the Entrepreneurship Training Camp held by Government of Shanghai (Top 5%, 2016)
First Prize in Yunyi Undergraduate Innovation Contest, held by Alibaba (Top 1%, 2015)
First Prize in 2013 Programming Contest, Tongji University (Top 1%, 2013)