

Yujin Zhang

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This version of the resume is just for public display. If you are interested, please email me for the version that contains more information.

EDUCATION

University of Illinois at Urbana-Champaign Graduating December 2018

Master of Computer Science, GPA: 3.9/4.0

Selected Coursework: Communication Networks, Distributed Systems, Automated and Regression Testing, Reliability of Cloud-Scale Systems

University of Michigan - Ann Arbor September 2015 – April 2017

Bachelor of Science in Engineering in Computer Science, GPA: 3.6/4.0

Selected Coursework: Operating Systems, Web Programming and Information Systems, Database Systems

Shanghai Jiao Tong University, China September 2013 – August 2017

Bachelor of Science in Engineering in Electrical and Computer Engineering, GPA: 3.4/4.0

SKILLS

Languages: Java, Python, C/C++; (Familiar) JavaScript, C#, Go, MySQL, MongoDB, Matlab

Tools and Frameworks: Linux, Git, Docker, React, Node.js, Meteor, Hadoop, Unity3D, CUDA, Maven, Jenkins, Azure

EXPERIENCE

Yelp, Team Search (Infrastructure), Internship May 2018 - August 2018

- *Project:* Elasticsearch cluster parity evaluator
- Analyzed and added logging to a gatekeeping service of Elasticsearch clusters for dark-launched and live results
- Designed algorithms to compare Elasticsearch results in several verbose levels
- Enabled automated testing on Elasticsearch results using production queries, improving test coverage and efficiency
- Enhanced search quality by preventing errors and degraded rankings due to misconfiguration and Elasticsearch version upgrades from going into production

University of Michigan, Crowds and Machines Lab, Research Assistant May 2016 - April 2017

- *Project:* Apparition, a crowdsourced UI prototyping web application
- Collaborated on an animation recording plugin for demonstrating interactive UI in team of four
- Developed a chat box and a feature to aggregate reactions of crowd workers, increasing task completion rate by 200%
- Publication accepted by UIST as 2nd author (http://web.eecs.umich.edu/~wlasecki/pubs/SketchExpress_UIST2017.pdf)

PROJECTS

STARTS (STATIC Regression Test Selection) Maven Plugin (<https://github.com/yujinz/starts>)

- Analyzed the codebase and enabled concurrently running test execution phase and dependency analysis phase
- Reduced time required to perform dependency analysis phase by 70%

Chat Website with Threaded Messaging (<https://github.com/yujinz/rope-chat>)

- Developed a full-stack real-time chat room that enables threaded messaging
- Employed React as frontend and Socket.io as real-time engine

Game - Tower of Babylon (<https://github.com/yujinz/TowerOfBabylon>)

- Created a 3D platform action game with Unity in C#
- Developed a game mechanic where both attack and movement of the hero are controlled by joystick rotation