Yuliang Xue

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EDUCATION

Hofstra University
Bachelor of Science, Major in Computer Science, Minor in Mathematics
December 2019

EXPERIENCE

GameTree LLC - New York, NY
Full Stack Developer - March 2020 to Present
- *Designed and developed functionalities of ASP.NET web application*
- *Utilized SignalR to establish connection between back-end server and client-side web application*
- *Frontend development in HTML, CSS, and Javascript with RazorEngine*
- *Developed app integrations with RESTful and other APIs*
- *Structured data access layer using Entity Framework and LINQ*
- *Designed and Implemented a ELO system to improve efficiency of matchmaking algorithm*
- *Analyzed and visualized user data in admin panel*

Perfect World Entertainment - Beijing, China
Game Developer - June 2018 to August 2018
- *Designed and developed game systems and features for a TPS game in Unreal Engine 4*
- *Developed functionalities of admin panel for game testing*
- *Localization of translated version in Unreal Engine 4*

Netease, Inc - Hangzhou, China
Java Internship - June 2016 to August 2016
- *Wrote data processing module to convert data to a requested form*
- *Set up and configure Nginx server to achieve existed functionalities in Apache server*
- *Research and test third-party modules to increase the scalability of Nginx server*

Hofstra University - Hempstead, NY
Student Technician - July 2017 to April 2019
- *Set up configurations for servers based on the department's requirement*
- *Wrote programs in Java to participate in professor's research*
- *Designed and maintained websites for multiple departments*

PROGRAMMING SKILLS

Operating Systems: Windows, Linux
Languages: Java (3 years), C++ (1 year), Python (3 years), C# (4 year), HTML (5 years), CSS (5 years), Javascript (5 years)
Frameworks: ASP.NET (3 years), Selenium (2 years), Entity Framework (2 year), React (1 year), Flask (1 year), LINQ (2 year), Bootstrap (4 years)