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Yukun Shan

Software Development Engineer

GitHub
LinkedIn
Personal Website

EDUCATION

Bachelor of Arts in Computer Science, *Boston University*

Fall 2021 - Spring 2025

Relevant Coursework: *Java OOP, Algorithms, Web programming, Discrete Math, Linear algebra, data structures, Computer Systems*

SKILLS

Programming Languages Java, Python, Swift, Javascript, C, Assembly

Web, Database HTML, CSS, Node.js, MongoDB

Frameworks React.js, Express.js, Bootstrap

Tech Git, \LaTeX , Visual Studio, Postman, Spyder, Sublime Text, Xcode, MS Office, GNU, UNIX/LINUX

Language English(Fluent), Mandarin Chinese(Native and Fluent)

TECHNICAL PROJECT

Task Manager

July 2022 — September 2023

Personal Project-Full Stack web Application

Boston, MA(Github)

- Built a **Rest API** that stores the task object into MongoDB
- Used Mongoose Scheme to provide the **data validation**
- Mongoose Model to achieve the functionality of the application
- Used **dotenv** for users of it to connect to the db
- Tested **CRUD** API endpoints with Postman
- Used: JavaScript, Express, MongoDB, Mongoose, Node, dotenv

Notes App

May 2022 — August 2023

Personal Project-Frontend ReactJS

Boston, MA(Github)

- Created a basic markdown note app that has the functionality of note taking and editing.
- applied React-mde api to the application
- Used: ReactJS, Hooks(State/Effect), Asynchronous API(async/await), JSX

Leads Tracker

April 2022 — June 2022

Personal Project-Chrome Extension

Boston, MA(Github)

- Leads tracker is the chrome extension made to save websites
- save tabs directly by clicking which saves tons of time for people.
- It aims to help people to determine the source of leads
- actively monitor where leads are in the sales and marketing funnel
- pursuing the appropriate actions to move the lead to the next stage and close the sale.
- Used: Javascript, HTML and CSS

Game Of CardMatch

Jan 2022 — Mar 2022

CourseWork-CardGame Algorithm

Boston, MA(Github)

- involved with the programming deep usage of inheritance and polymorphism.
- Main file is CardMatch.java. Created four other classes using OOP.
- Description of the game could be found at README.md file in its github repository.
- Used: Java

8 Puzzles Game

SEP 2021 — DEC 2021

CourseWork-Game Algorithm

Boston, MA(Github)

- The Eight Puzzle is a 3x3 grid containing 8 numbered tiles and one empty or blank cell.
- Tiles that are adjacent to the blank cell can move into that position in the grid
- solving the puzzle involves moving the tiles until you reach the goal state
- It created several classes for the Player, Computer Player and etc.
- Used Python.
- Utilized the concept of OOP.

EXTRA INFORMATION

- Standardized Testing: SAT: 1440, TOEFL:104
- Interest: working out, Stock trading, AI, cars