

Yuchen Wei

(848) 218-3865 | ycwei328@gmail.com | LinkedIn: in/ycwei328 | GitHub: ez4bk

EDUCATION

University of Maryland

M.S. in Software Engineering

College Park, MD

Aug 2023 – May 2025

Related Topics: Design Styles and Patterns, Software Architecture Document, Requirements, Analysis, UML Diagrams, UXD, Quality Attributes, Fundamental AI and ML. AI-assisted Software Development.

Rutgers University

B.S. in Computer Science, GPA: 3.55/4.00

New Brunswick, NJ

Aug 2019 – Jan 2023

Main Courses: Data Structure, Computer Architecture, Programming Languages, System Programming, Software Methodology, Design and Analysis of Algorithms, Data Management.

Related Topics: Object-Oriented Programming, Unit Test, Network, Memory Hierarchy, Version Control, MVC, DBMS.

INTERNSHIP EXPERIENCE

Ruijie Networks Co., LTD.

Software Engineer Intern – Quality Group

Suzhou, China

May 2022 – Aug 2022

- Encapsulated base APIs and business-level interfaces for HTTP and WebSocket (WS) utilities and changed the "break" condition in a WS API which improved the runtime from ~30 sec to ~3 sec to build the fundamental for future automation upon it.
- Decomposed the project architecture with a better design pattern. Changed the original variable naming pattern to enhance code readability and future maintainability.
- Used multi-threading for the internal tool to save around 1.5 hours from the original linear procedure of uploading server image files one after another.

PROJECT EXPERIENCE

Steel Waste Object Detection

Dec 2022 – Jan 2023

- Utilized and trained the Yolov5 model to identify steel waste objects from the camera.
- Forked and modified the open-source tool, labellmg, to help label images, build the training structure, and train the model.
- Improved the accuracy of identification to above 80% by capturing thousands of training samples.

Parent-Controlled Game Store Platform

Oct 2022 – Nov 2023

- Utilized OOD for games and user accounts and tried to use OO Approach in SQL database by creating a new table for each account to prevent lock in concurrent access of a table.
- Utilized thread and thread-pool to prevent the front-end UI from freezing when the program is fetching data from the server or processing data in the background.
- Implemented MVC design pattern and Utilized PyTest for unit testing automation.

SKILLS

- **Programming Languages:** Python (3 yrs.+), Java (2 yrs.+), C/C++ (1 yr.+), SQL (1 yr.+)
- **Framework & Tools:** Java-FX, Git, VMs, Docker, JetBrains IDEs, Agile, Django, React, Spring, Junit, PyQt