

Yijun (Jennifer) Hu

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Education

Johns Hopkins University, Baltimore, MD 21218

Bachelor of Science in Computer Science, Minor in Marketing and Communication

May 2018

GPA: 3.41

Technical Skills

Languages: Python, Java, C/C++, C#, HTML5, CSS, JavaScript, PHP, Bootstrap, AngularJS, SQLite, MySQL, Redis, Matlab, Spring, x86

Platforms, Tools and IDEs: Eclipse, IntelliJ, Android Studio, MS Visual Studio, Unity, AutoCAD, ROS (Robotic Operating System), Linux/Unix, MacOS, Windows, Git

Work and Research Experience

Johns Hopkins University, Computer Science Department, Course Assistant Jan 2018 – May 2018

- User Interfaces and Mobile Application
- Hold office hours, organize team meetings and grade students' homework

Johns Hopkins University, Computer Science Department, Course Assistant Sept 2017 – Jan 2018

- Object Oriented Software Engineering
- Hold office hours, organize team meetings and grade students' homework

Amazon, Prime Air, Software Development Engineer Intern May 2017 – Aug 2017

- Developed automatic testing methods for Amazon Prime Air, a future delivery system that uses drones
- Implemented various testing programs in Python

Johns Hopkins University, Laboratory for Computational Sensing and Robotics, Research Assistant Aug 2015 – Dec 2017

- Developed a cisst/SAW interface with DATAQ DI-145 and use QtCreator to create a front-end software
- Integrated a force feedback sensor to cisst/SAW medical robot
- Developed an interactive simulator in python using ROS for use in research and teaching

Acura Marketing Internship Program, Advertising Department Member / Head of Website Development Sept 2016 – Dec 2016

- Designed and developed a website to promote the Honda Acura ILX in HTML, CSS and JavaScript
- Worked with a team of 6 for EdVenture Partners-affiliated program

Google, CodeU Software Engineer Mar 2016 – Aug 2016

- Completed technical development curriculum for a 5-month invitation-only program
- Developed a custom search engine with crawling, indexing, and retrieval, presented at a Google HQ summit

FitMango, LLC, Software Engineer June 2015 – Aug 2016

- Developed a user friendly mobile application platform in Android
- Developed and maintained an interactive webpage using HTML5, CSS and JavaScript and Java

Johns Hopkins University, Laboratory for Computational Sensing and Robotics, REU Summer Intern May 2015 – Aug 2015

- Developed interactive front-end software for the cisst/SAW medical robot system in python using ROS

Johns Hopkins University, Office of Academic Advising, Undergraduate Worker Dec 2014 – Aug 2016

- Maintained the website for Office of Academic Advising
- Front Desk manager and scheduling coordinator

Independent Projects

Project Blank – A Steam Punk themed platform game developed in Unity and C#

Snipe – An Android App that brings the game Assassins into the modern era, using SparkJava in Android Studio

uniText Xchange Website / Mobile Application - An app for students to exchange textbooks with others within the same geolocation using HTML, CSS, Javascript, Java, SQLite, SparkJava, and Maven

Fault-Tolerance Distribution Mail Service - A reliable and efficient mail service in C using Spread for users over a network of computers, using basic distributed system concepts and design

Focus Bomb - A Google Chrome plug-in that helps people stay focus by blocking certain websites during certain time using HTML, CSS and JavaScript

Extracurricular Activities

Bootup Baltimore, Teaching Coordinator August 2014 – May 2018

Woman in Computer Science, Member August 2014 – May 2018

Hopkins Robotics Team, Member August 2014 – May 2018