Yukai Shan

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EDUCATION

University of California, Irvine

Bachelor of Science in Software Engineering - 3.897 GPA   *Sep 2022 - Present*
- Dean's Honor List - Fall 2022, Winter 2023, Spring 2023
- Expected Graduation: June 2026

EXPERIENCE

Academic Lab Tutor (ICS 32)

University of California, Irvine   *Mar 2022 - Jun 2022*
- Provided one-on-one code troubleshooting and debugging assistance to students in an intermediate Python course
- Collaborated weekly with course instructors and other lab tutors regarding effective teaching strategies
- Enhanced students' understanding of course content as well as solving problems programmatically

PROJECTS

Patchwork Archive • Personal Project • *Python, React, Javascript, TailwindCSS*   *Spring 2023*
- Developed a comprehensive full-stack web application dedicated to archiving music videos from various virtual YouTubers.
- Utilized S3-compatible buckets in conjunction with MySQL for robust storage and management of archived video data, metadata, and thumbnails
- Established infrastructure across multiple VPS to autonomously and concurrently handle data archival tasks
- Created a Python Flask backend for efficient API request handling, coupled with a React frontend, delivering an intuitive and seamless browsing experience for users

JHolodex • Personal Project • *Java, Maven, Retrofit2, API*   *Spring 2023*
- Created a Java API Wrapper for the Holodex API to facilitate easier interaction with accessing API data, contributing to the ecosystem of an open-source software and service
- Leveraged Retrofit2 to handle HTTP requests for all endpoints, enhancing both compatibility with the API and increased performance.
- Set up continuous integration to build and publish package on Maven Central Repository

Sapphire • *Open Source Contributor* • *C++, CMake, MySQL*   *Winter 2023*
- Contributed to FFXIV Sapphire, a reverse engineered research implementation of the massively multiplayer online game Final Fantasy XIV in C++
- Worked on the implementation of in-game quest contents, reversed engineered retail game to fill in missing data, as well as squashing various previously introduced bugs
- Contributed and collaborated with others towards the development of open-source software

SKILLS

Langauges: Python, Java, JavaScript, Typescript, HTML/CSS, SQL
Framework/Libraries: Flask, Retrofit2, SQLite3, TailwindCSS, Astro
Tools: Git, GitHub, Windows, Linux