

# Yu Tong (Jessie) Cao

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## EDUCATION

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### University of Waterloo

*Bachelor of Honours in Computer Science, Specialization in Artificial Intelligence*

**GPA:** 3.9

Waterloo, ON

*Sep. 2023 – Apr. 2028*

## TECHNICAL SKILLS

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**Languages:** Python, Java, C/C++, C#, JavaScript, SQL, PHP, HTML/CSS, Blade, R, Racket

**Frameworks & Libraries:** BeautifulSoup, Selenium, pandas, React, Inertia.js, Node.js, Laravel, Bootstrap, Matplotlib, OpenCV

**Developer Tools:** Git, Bash, Linux/Unix, CentOS, Android Studio, SQLite

## EXPERIENCE

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### Full-Stack Developer

*Bosda International Inc.*

Sep. 2024 – Present

*Aurora, ON*

- Developed an admin panel with **PHP Laravel**, and **JavaScript**, enabling abstraction of **CRUD** operations with internal **MySQL** database
- Implemented a **React-Flask** application to enable automated products' assignments to warehouses by integrating with Shipstation's **REST API**, reducing processing time by **96.67%**.
- Automated the retrieval of product information from online vendors using **Python** with **BeautifulSoup** and **Selenium**, developing web scrapers adapting to different vendors' websites and collecting data for over **10,000** products
- Designed and implemented custom bulk upload and export operations for the internal catalogue, along with an email notification system utilizing the **SMTP** protocol
- Designed and managed **SQL** schema and tables inside the internal database to streamline access and storage of information on customers and product components

### Mathematics and Computer Science Tutor

*The Tutoring Expert*

Feb. 2024 – Oct. 2024

*Richmond Hill, ON*

- Delivered comprehensive lessons on pre-calc, math competitions, Pygame and Java object-oriented programming
- Stimulated student interest and leading to positive feedback and measurable academic progress

## PROJECTS

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### Period Tracker | *Java, SQLite*

- Developed a full-stack JAR application software, leveraging an interactive calendar, graph and table displaying both inputted and predicted menstruation stages
- Established connections between Java and SQLite by loading the JDBC driver, facilitating the execution of SQL queries and handling of Result Sets
- Constructed an SQLite .db file storing user-specific information, managed through retrieving and calculating from user input via GUI

### Sorcery Card Game | *C++, Git*

- Developed a command-line turn-based card game simulation using a Model-View-Controller architecture
- Utilized Observer and Decorator design patterns to manage game state and extend minion capabilities
- Coordinated with team members using Git for version control, managing branches, merging changes, and resolving conflicts to ensure a smooth workflow and clean codebase.

### Basic XML Interpreter | *C*

- Implemented a back-end program used to parse arithmetic expressions in XML, generating tokens
- Constructed data structures such as XML collector and tree, facilitating the efficiency of tokens storage and interpretation