



Yujia Dong

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Education

University of Illinois at Urbana-Champaign – Urbana-Champaign, IL

- **Bachelor of Science in Computer Engineering**, August 2013 to May 2016
- **Course Highlights:** Data Structure, Computer System Engineering, User Interface Design, Database System, Distributed System, Computer Graphics, Digital System Laboratory, Algorithm and Models of Computer, Analog Signal Processing, Mobile Interface Design

Experience

User Interface Engineer, Vail System Inc. – Chicago, IL, May 2015 to August 2015

- Designed and developed the entire front end of Vail Visitor Experience Application on iOS platform.
- Implemented features in Xcode with Swift and Interface Builder and collaborated with 2 other developers.
- Used Agile methodology and Git version control for software development.

Web Developer, Spurlock Museum – Champaign, IL, September 2014 to Present

- Developed responsive website using HTML, CSS, JavaScript, Foundation Framework, AJAX and jQuery.
- Fixed the cross browser compatibility issue for Safari, Chrome, Firefox and IE.
- Extensively tested the website and fixed bugs after identifying them with Chrome Element Inspector.
- Designed Content Management System (CMS) in FileMaker for the dynamic blog content configuration.
- Worked on the back-end using PHP to pull contents from FileMaker database.

Web Designer, Applied Technology at Learning in Art and Science – Champaign, IL, September 2013 to June 2014

- Concepted and designed 12 websites and user interface elements in Photoshop and Illustrator, authored layout utilizing HTML, CSS, JavaScript.
- Designed UI patterns, UX patterns, GUI designs, page illustrations, and user conceptual designs, templates and banners.
- Worked with client (university departments and programs) on the look and feel of their website.

Leadership

Microsoft Student Partner, Microsoft Corporation, September 2014 to September 2015

Webmaster, Engineering Council Publicity Committee, August 2015 to present

Co-Webmaster, ECEPulse, August 2015 to present

Creative Design Director, Engineering Open House Central Committee, September 2014 to Present

Design and Layout Chair, Engineering Council, September 2014 to September 2015

Active Member, Illini SpeedCuber, October 2014 to present

Lead Exhibitor, Engineering Open House, October 2014, October 2015

Projects

- **391OS:** A Unix-like Operating System for the x86 architecture, with scheduler, file system, text editor, developed in C and x86 assembly, in a team of 4 people.
- **Flight Simulator:** a flight simulator program where users can guide the camera through a generated terrain using the arrow keys to control pitch and roll, developed in JavaScript(WebGL) and HTML.
- **PC Config Helper:** an online platform that provide PC configuration suggestion based on user-specified budget and purpose/usage of the PC, developed in MySQL, JavaScript and PHP, in a team of 4 people.
- **iEars :** An interactive user interface where users can customize the design of their earphones and visualize it in detailed pictures, developed in HTML, CSS and JavaScript.

Skills

Web Technologies: HTML5, CSS3, JavaScript, AJAX, jQuery, WebGL, SQL, PHP, Foundation

IDEs: Sublime, Dreamweaver, Git, SVN, Xcode

Operating Systems: Linux, Windows and Mac

Programming Languages: JAVA, C++, Objective C, x86, Swift, Python

Other Softwares: Adobe Photoshop, Adobe Illustrator, Final Cut Pro, FileMaker Pro, PixelMator

Non-technical Language: Mandarin (Native), Traditional and Simplified Chinese