

Yushun Chen

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EDUCATION

Duke University

Sep 2022 – May 2024

M.S. in Electrical and Computer Engineering

Durham, NC

- GPA: 3.84/4.00, Concentration: Software Development

University of Wisconsin-Madison

Sep 2019 – May 2022

B.S. in Computer Science, Statistics, and Mathematics

Madison, WI

- GPA: 3.94/4.00, Honors Program, Distinction in majors, Dean's List (all semesters)

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, C, C++, R, HTML, CSS, TypeScript, SQL, Bash

Frameworks: React.js, React Native, Android Studio, Three.js, Dialogflow, GraphQL, Node.js, Django, MongoDB

Container Orchestration: Ansible, Kubernetes, Docker

EXPERIENCE

Dell Technologies

May 2023 – Aug 2023

*Software Engineer Intern - **Kubernetes, Bash, CI/CD Pipeline***

Durham, NC

- Spearheaded successful deployment and testing of the PowerFlex CSI driver and modules into the Container Storage Modules (CSM) ecosystem through the Dell CSM Operator within nightly pipelines.
- Realized a **78%** reduction in average time spent on the task and a **74%** decrease in manual actions required.
- Submitted a patent disclosure that integrates multiple cloud storage services inspired by Dell's Multicloud vision.

Dell Technologies

Jun 2022 – Aug 2022

*Software Engineer Intern - **Ansible, React.js, Kubernetes, Docker, Bash***

Austin, TX

- Configured and evaluated 4 open-source web-based UI (AWX, Semaphore, in-house UI, and Rundeck) for Ansible.
- Automated and simplified server management tasks such as creating, deploying, and initializing VMs.
- Directed a self-organizing team of 3 other interns and practiced Agile Scrum methodology with rotating Scrum Masters and bi-weekly sprints and documented the process using Jira, Confluence, and GitHub.
- Published two technical blogs on Dell Technologies Info Hub regarding the [Ansible UI selection](#) and an automated AWX installation guide which utilizes Ansible and resulted in a **96%** reduction of commands run.

Xunxiang Organization

May 2020 – Sep 2022

*Technology Team Director - **React.js, HTML/CSS, Node.js, MongoDB***

Online

- Led a team of 3 to increase web traffic by **1000%** within 2 months and boost the net promoter score by **20%**.
- Collaborated with designers and product managers to develop full-stack web applications that enable members to exchange knowledge and share information, including the [official website](#) for the organization.

PROJECTS

RISC Game | <https://blog.yushunchen.com/projects/risc-game>

Feb 2023 – May 2023

- Built a multiplayer strategy game using **React.js** and **Spring Boot** where they can conquer territories, strategize movement and upgrades for soldiers, and utilize random game cards.
- Attained **100%** unit test coverage leveraging **Mockito** and a **CI/CD** pipeline with thorough end-to-end tests.
- Applied **OOP** principles to design and draw UML diagrams and prototypes for effective system visualization.

Mini Amazon | <https://blog.yushunchen.com/projects/mini-amazon>

Apr 2023 – May 2023

- Utilized **Django** and **PostgreSQL** to build a scalable full-stack web application simulating Amazon.
- Applied **Protocol Buffers** to establish efficient and reliable communications across different warehouse simulators and delivery systems, leading to an **82%** increase in simulation efficiency.
- Employed **TCP sockets** to maintain app functionalities and performance under various simulation speeds.

Graphics Town | <https://blog.yushunchen.com/projects/graphics-town>

Jan 2022 – May 2022

- Constructed customized geometries, textures, and shaders to build a 3D graphics town using **Three.js**.
- Built 20+ 3D objects with complex behaviors to simulate a lively town.

AAAlarm | <https://github.com/YushunChen/AAAlarm>

Sep 2021 – Jan 2022

- Directed a team of 3 to develop an alarm app to stop procrastination and forgetfulness using **Android Studio**.
- Presented the project to an audience of **100+** professors and students.