

# Yutong Fang

Tech-savvy CS student eager to innovate and scale solutions

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yutong's linkedin    yutong's portfolio    Helsinki, Finland



## Professional Experience

- AIContentfy

Full Stack Developer Intern

May 2024 – Aug 2024  
Helsinki, Finland

  - Developed **back-end** SEO tools in **Express.js** and **Node.js**, improving the accuracy of content delivery by **20%**
  - Implemented **front-end** improvements using **React** and **Tailwind CSS**, boosting user engagement by **30%**
  - Enhanced platform capabilities by integrating **Restful** and **OpenAI APIs** and utilized **Axios** for data fetching
  - Identified and resolved errors in **code reviewing** to improve overall platform stability and performance
- National Engineering Research Center of Educational Big Data

Research Assistant

Jul 2022 – Jun 2023  
Wuhan, China

  - Investigated visual processing of children with Autism Spectrum Disorder based on **eye-tracking technology**
  - Summarized the background literature studies, conducted **user research** and **testing**
  - Collected the eye-movement data from **55** subjects by the **Tobii Eye Tracker 4C** and analyzed data using **SPSS**
  - Realized data visualization by **OGAMA**, improved accuracy by **23%** and co-authored a paper on the study
- Zhuhai Heart and Star Education Technology Co., Ltd.

Software Developer Intern

Jul 2022 – Sep 2022  
Zhuhai, China

  - Developed a VR education game and implemented interaction mechanisms via **Unity3D** and **C#**
  - Constructed a local database with **MySQL**, enhancing game functionality and user experience
  - Designed game script, player interaction, scoring system modules and implemented **user interface**
  - Adjusted **Leap Motion** controller and attached it to VR headsets to implement the interaction
  - Conducted **user tests** in **5** schools and over **100** users played the game

## Education

- KTH Royal Institute of Technology

Master of Science in Human Computer Interaction and Design, Minor in Innovation & Entrepreneurship

Sep 2024 – Present

Courses: Physical Interaction Design and Realization, Multimodal Interaction and Interfaces
- Aalto University

Master of Science in Human Computer Interaction and Design, Minor in Innovation & Entrepreneurship

Sep 2023 – Jun 2024  
GPA: 4.55/5

Courses: User-Centered Methods for Product and Service Design, Design of WWW Services, User Interface Construction, Explorative Information Visualization, Device-Agnostic Design, Data-Driven Concept Design
- Central China Normal University

Bachelor of Science in Digital Media Technology

Sep 2019 – Jun 2023  
GPA: 88/100

Courses: Advanced Mathematics, C Language Programming, C++ Language Programming, Java Language Programming, Database Principles and Application, Data Structure, Computer Graphics, Computer Networks, Computing Thinking, Game Technology Foundation, 3D Interactive Virtual Simulation Technology, Virtual Reality Technology and Applications

## Publication & Copyrights

- A Study of Visual Processing in the Appreciation of Paintings by Children with Autism Spectrum Disorder Based on Eye-Tracking Technology (in progress, MDPI academic journals)
- A Music Education Game for ASD Children Based on VR Technology (Copyright Protection Center of China)
- A Virtual Instrument Social Skills Training System for ASD Children (Copyright Protection Center of China)

## Skills

- Programming

Technologies

Languages

Soft Skills
- JavaScript, TypeScript, HTML5, CSS3, Python, C#, Java, SQL, C, C++  
React, Vue, Git, Node.js, Express.js, Flutter, RESTful APIs, GraphQL API, Unity, AWS, Figma  
English (Advanced), Chinese (Native), Finnish (Elementary), Swedish (Elementary)  
Strong communication, strategic thinking, leadership, team collaboration, problem-solving