Stephen Yang

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SKILLS

React, Redux, JavaScript, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, WebSockets, AWS, Java, C++, C#, OCaml, Blockchain

EDUCATION

Web Development - App Academy   *February* 2021
Immersive software engineering course with a focus on full-stack web development, which entailed 1000+ hours of coding.
Computer Science BS Degree - University at Buffalo - *Math Minor*   December 2019

PROJECTS

Icecord   (ReactJS, Redux, RailsSASS, Websockets/ActionCable, PostgreSQL)   live | github
A chat application inspired by Discord that is a platform for people to join a community and have engaging discussions
- Utilized BCrypt algorithm for password encryption, and customized React Router to enforce a seamless, secure, and individualized UX
- Integrated channels and live chat with WebSocket using Rails Action Cable allowing a server to have multiple live conversations occurring simultaneously
- Deployed AWS S3 data buckets with Rails Active Storage to manage media uploads, allowing Servers and Users to have avatar photos

TalentShare   (ReactJS, Redux, Express, Node, MongoDB)   live | github
Social media platform for artists of all types where a user can share their projects and connect with potential scouts/clients
- Implemented instant messaging feature using WebSockets via Socket.io and Express with Mongoose/MongoDB to persist messages, allowing artists and potential clients to develop instant relationships
- Reduced frequency of Axios/HTTP requests by utilizing Redux state to store retrieved data, optimizing load time by 80%
- Employed React to structure frontend components as well as SASS for styling to organize all aspects of the project in a object-oriented and DRY manner to improve scalability and readability

FightRPS   (JavaScript, Three.js, HTML, CSS)   live | github
A 3D version of rock papers scissors, where spacing and timing matters! Each player has three lives and a limited number of moves
- Generated and rendered 3D models using Three.js to create a realistic feel and allow scalability to 4D in the future
- Combined animations and meshes using Blender which converts .fbx files to .glb, allowing a singular file to hold multiple meshes, and animations decreasing overall file size and expediting load time
- Manipulated DOM and developed the game physics logic with vanilla Javascript to create an immersive, yet intuitive take on RPS

EXPERIENCE

Software Engineer Intern
Paul Yao Company   July 2018 - August 2018
- Explored and cleaned up deprecated code in a 15 year old Real Estate Appraisal software written in C#, enabling me to learn the product and the programming language, while decreasing the technical debt of the codebase
- Automated report updating using Windows registry to ensure users will always have up to date data
- Investigated and corrected a bug, using Visual Studio's debugging tools, that created extra folders resulting in file path errors

Project Manager
The DC Method   June 2018 - August 2018
- Built company website with Squarespace to swiftly create a platform that tells visitors of The DC Method's story and mission
- Cooperated with marketing team to compile news articles and client testimonials to effectively advertise the company's services and expertise
- Incorporated a contact feature that allows visitors to setup consultation appointments and preview branch locations