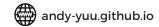
# **ANDY YU**









#### **EDUCATION**

## University of Waterloo, Computer Engineering

• Bachelor of Applied Science

Apr 2024

## **SKILLS**

Languages: JavaScript, TypeScript, C++, C, Python, HTML, CSS

**Tools:** React, Redux, Node.js, Restify, MongoDB, Mongoose, Material UI, Cypress, Git

### **EXPERIENCE**

#### **Autodesk**, Frontend Developer

Sept 2021 - Dec 2021

React, TypeScript, Redux, Cypress, Jest, Yalc, Storybook

San Fransico, CA

- Adopted React, TypeScript, and Redux to streamline the upload flow process of construction sheets to increase efficiency and maintained a sortable log list of published sheets
- Cooperated on an internal **React** components package used by nearly all the web developers in the company's construction solution teams
- Built a slack bot as a tool to inform developers of any user feedback on a beta feature
- Incorporated permission level access to certain features and areas of the dashboard to allow construction managers finer control over their project
- Employed Cypress, Jest, Yalc and Storybook to test, develop, and document new UI components

#### MetricWire, Full Stack JavaScript Developer

Jan 2021 - Apr 2021

React, TypeScript, Node.is, Restify, MongoDB, Mongoose, Material UI, Cypress

Waterloo, ON

- Built a comprehensive CRM system for the MetricWire platform with React, MongoDB, Mongoose, and Material UI to manage participant data and increase data analytic efficiency, utilized by researchers from Harvard and John Hopkins University
- Developed bulk account creation feature with React and Material UI, allowing researchers to create numerous accounts for their participants at once, enhancing efficiency and user experience
- Implemented a page builder with **React** and **Material UI** where researchers can customize and build their own study landing page, increasing researcher productivity, satisfaction, and retention
- Created fully automated end-to-end test suites with **Cypress**, to ensure over 90% of the MetricWire platform features and tools were working as intended, automating 10+ hours of manual testing

## **PROJECTS**

#### Vixual, StarterHacks

React, Semantic UI, Socket.io, Heroku

- Created a scalable responsive website using **React** and **Semantic UI** where users can host joinable rooms to allow multiple users to queue YouTube videos and music simultaneously
- Developed a backend server with **Socket.io**, deployed with **Heroku**, to provide communication for queuing music and video requests from user to host

#### **Shadow Hunters**

JavaScript, Node.js, HTML, CSS, Socket.io

- Used **JavaScript** to create board game "Shadow Hunters" as an online player versus player game
- Implemented a backend server with **Socket.io** and **Node.js** to allow multiple users to utilize the same lobby as opponents and to handle real-time user commands and responses