

# ANDY YU

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## EDUCATION

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**University of Waterloo**, Computer Engineering

Apr 2024

- Bachelor of Applied Science

## SKILLS

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

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

## EXPERIENCE

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**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.js, 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

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**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