ANDY YU

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EDUCATION

University of Waterloo, Computer Engineering　　　　　　　　　　　　　　　　April 2024
- Bachelor of Applied Science

SKILLS

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

Tools:　　　React.js, Node.js, Restify, MongoDB, Mongoose, Material UI, Cypress, Git, Restful APIs

EXPERIENCE

Autodesk , Frontend Developer　　　　　　　　　　　　　September 2021 - Present

MetricWire, Full Stack JavaScript Developer　　　　　　　　January 2021 - April 2021
React.js, TypeScript, Node.js, Restify, MongoDB, Mongoose, Material UI, Cypress　　　　*Waterloo, ON*
- Built a comprehensive CRM system for the MetricWire platform with **React.js**, **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.js** and **Material UI**, allowing researchers to create numerous accounts for their participants at once, enhancing efficiency and user experience
- Integrated custom participant variables in which researchers can use throughout the platform to dramatically increase flexibility when creating questionnaires and triggers for questionnaires
- Implemented a page builder with **React.js** 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.js, Semantic UI, Socket.io, Heroku
- Created website using **React.js** where users can host joinable rooms to allow multiple users to queue videos and music simultaneously
- Developed a scalable responsive front-end website with **React.js** and **Semantic UI** to provide an intuitive straight forward interface on both mobile and desktop
- Utilized Youtube **API** to query Youtube database for desired results based on search keywords
- 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
- Coded the logic and functionality of the game to handle real-time user commands and responses with **websockets**