Andy Yu

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EDUCATION

University of Waterloo — Waterloo, ON, Canada
Bachelor of Applied Science in Computer Engineering, BASc — *September 2019 - April 2024*

EXPERIENCE

Splunk — San Jose, CA, USA
Software Engineer Intern — *May 2022 - August 2022*

- Collaborated and maintained a dashboard framework package (@splunk/dashboard-core) that manages the state between visualizations, inputs and their datasources using **React** and **TypeScript**
- Added the ability to create interactive dashboards by allowing users to add inputs directly onto their dashboard
- Wrote a comprehensive engineering requirements document on a highly requested feature outlining the steps, requirements, implementation details, and alternatives for this initiative based on the product requirements
- Updated and added new unit and visual tests for packages using **Jest**, **React Testing Library**, and **Storybook**
- Facilitated the teams agile meetings, including stand-up, story refinement, bug triage and backlog grooming

Autodesk — San Francisco, CA, USA
Frontend Developer Intern — *September 2021 - December 2021*

- Streamlined the upload flow process of construction sheets and maintained a sortable log list of published sheets to improve the efficiency of getting sheets out into the field using **React**, **TypeScript**, and **Redux**
- Contributed to a **React** components package used by nearly all web developers across the company's teams
- Added permission level access to areas of the platform giving construction managers finer control over their project
- Built a slack bot as a tool to inform developers of any user feedback on a beta feature
- Employed **Cypress**, **Jest**, **Yalc** and **Storybook** to test, develop, and document new UI components

MetricWire — Waterloo, ON, Canada
Full Stack Engineer Intern — *January 2021 - April 2021*

- Developed a comprehensive customer relationship management system for researchers to manage participant data, increasing data analytic efficiency, using **React**, **Material UI**, **MongoDB**, and **Mongoose**
- Implemented a customizable study landing page builder improving researcher statisfaction and retention
- Reduced time spent from hours to seconds creating accounts for participants with a bulk account creation feature
- Created fully automated end-to-end test suites with **Cypress**, to ensure over 90% of the platform features and tools were working as intended, automating 10+ hours of manual testing
- Used **Node.js** and **Restify** to build out RESTful APIs to support new features

PROJECTS

Youtube Party | *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 handle real-time user commands and responses

SKILLS

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

Tools: React, Redux, Node.js, Restify, MongoDB, Mongoose, Material UI, Cypress, Jest, Git, Jenkins, Yalc, Storybook, Styled Components, React Testing Library