Yixin Guan
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Summary

A software engineering student with 3 years of experience in web development and design. Proficient in Java, JavaScript, HTML/CSS, R, SQL, and React, with a strong foundation in statistical analysis. Seeking opportunities to leverage technical and statistical skills as a software engineer or in related fields.

Education

Northeastern University - Seattle   09/2022 - 12/2024
Master of Computer Software Engineering: Information Systems – GPA: 3.92/4.0

University Of California - Davis   09/2020 - 06/2022
Bachelor of Science: Statistics – GPA: 3.80/4.0
Honors: Dean's Honor List for the Spring Quarter 2021 term

Experience

1Thing Organization - Monroe, NJ   09/2023 – Present
Software Engineer Intern
- Collaborated with the UX Designer to implement Figma design files into the prototype.
- Utilized **React**, **CSS**, **Bootstrap,** and **JavaScript** to revamp the website, resulting in a remarkable **40%** boost in user visits compared to the previous version, as measured by **Google Analytics**.
- Implemented the incident data graph using **React** and **Bootstrap**, automated and updated data collection, resulting in a **70%** reduction in time compared to manual updates.

Snaplogic - San Mateo, CA   06/2021 – 09/2021
Software Engineer Intern
- Worked with UI team to develop Snaplogic frontend testing environment. Helped Snaplogic write end-to-end web automation tests using **JavaScript, CSS, HTML5, JQuery,** and **React**, increasing automated test coverage by 60%.
- Researched and implemented **Google puppeteer** integration testing framework to replace the existing framework Selenium, resulting in a 30% decrease in software testing time and an 80% improvement in test coverage.
- Designed and built integration test cases for existing products, leading to a 40% reduction in production defects.
- Implemented **Puppeteer** features to mimic real user behaviors in testing Snap pipelines, including clicking, typing, uploading files, dragging and dropping, and other interactions within a browser. Supported multiple resolution screens, enhancing testing accuracy and reliability.
- Partnered with senior back-end developers and collaborated on APIs to enhance testing stability and functionality using **JavaScript**, resulting in a further 20% improvement in testing stability.
- Utilized **Git** for issue tracking, streamlining the bug reporting and resolution process, leading to a 25% reduction in issue turnaround time.

Projects

A Customized Recommendation Engine for Twitch Resources
- Developed a full-stack web application based on **Spring MVC** for users to search Twitch resources (stream/video/clip) and provide recommendations. Login/logout and favorite collection supported.
- Used **React** and **Ant Design** to build a web page with a rich + user-friendly experience.
- Retrieved real Twitch resources using Twitch API, implemented **RESTful** APIs using **Java servlets**, and stored data in **MySQL**.
- Extracted game information from Twitch resources to implement a Content-based algorithm.
- For more stability, the service was deployed on **AWS EC2**.

Starlink: React JS-based Starlink Trajectory Visualization
- Designed and built a geo-location-based real-time satellite tracking dashboard using **ReactJS** and **D3**.
- Built location, altitude, and duration-based selectors to refine satellite search.
- Used **D3** to animate specific satellite tracks on a world map to make it more user-friendly.

Skills

Java, R, JavaScript, HTML/CSS, SQL, Python, React, Spring Boot, Git, Ant Design, Bootstrap, AWS, IOS, Swift, Spring MVC, Google Puppeteer, Restful, D3