Eddy Yao

Software Developer
ecyao@uwaterloo.ca | 613.254.9437

SKILLS

PROGRAMMING

Flavors of C • Python • Java • Haskell
HTML / CSS / JavaScript • TypeScript • Shell

TECHNOLOGIES

Linux • Git • Docker • Kubernetes • Scripting
Tensorflow • Embedded • Testing • OOD / OOP
Firmware • NLP • Operating Systems • VCS

EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelor's of Computer Science
Expected May 2023 | Waterloo, Ontario
Cumulative GPA: 3.9

DISTINCTIONS

2020	UW Math Dean's List (All Semesters)
2018	ECOO CS Competition Finalists
2018	Governor General's Academic Award
2016	IEEE Arduino Challenge Champions

LINKS

GitHub://	GITHUB.COM/EC-YAO
DevPost://	DEVPOST.COM/ECYAO/
LinkedIn://	EDDY-YAO

EXPERIENCE

GOOGLE LLC | Software Engineer - Intern

Feb 2020 – May 2020 | Sunnyvale, CA

- Implemented Python parser to automate JSON file creation/modification
- Designed integration testing framework to extend testing capabilities to live environments
- Automated service to pull production code to testing environments, removing the need for manual testing on generic builds
- Managed tickets to streamline live deployment processes and improve system visibility for back-end developers
- Utilized internal scheduling software to design and automate deployment workflows

CIENA CORPORATION | Software Developer (Co-op)

May 2019 – Aug 2019 | Ottawa, ON

- Used C to enhance system reliability on complex, real-time fiber optics shelves
- Developed data-driven debug tool, improving data visibility on run-time
- Implemented several synchronization architectures to provide secure, real-time capabilities of high-level managers on embedded systems
- Leveraged Yang to automate system configuration for debugging purposes
- Generated test cases under Python framework, ensuring overall sanity of product builds.

INBAY TECHNOLOGIES INC. | Android Development Intern

Jul 2017 – Aug 2017 | Ottawa, ON

- Designed Java code for Android applications to support location awareness, allowing for accurate usage tracking for business analytics purposes.
- Updated server APIs to process and handle JSON data between client and server applications.
- Integrated Agile methodologies using Git and Atlassian software, providing thorough documentation and code re-usability.

PROJECTS

NLPY | Natural Speech Programming Language

- Wrote transpiler to apply natural language processing and generate code from audio clips
- Trained a deep learning model to recognize and parse natural language into nested expressions
- Implemented several scripts such as "Hello World", a sieve (Eratosthenes), and prime factorization through speech

AR SOAPSTONE | Augmented Reality Waypoint Sharing

- Applied Google ARCore technology to create and share global 3D environments with AR
- Integrated GCP to host and update environments in real-time

SERVR | Java, SQL, Networking, Git

- Co-developed an online platform for hosting sales transaction advertisements via Android.
- Developed personal server and client APIs to handle communications and back-end functionality.
- Implemented dynamic browsing functionality by creating a dynamic UI which grew with incoming client requests