Martin Au-Yeung

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EDUCATION

University of British Columbia   **Expected Grad: May 2023**
BSc. Combined Major in Computer Science, Life Sciences, Earth & Ocean Sciences – Biology major student before 2020

SKILLS

Programming Languages: TypeScript, JavaScript, Python, Java, C++, SQL, Dart
Tools and Frameworks: React (HTML/CSS), NodeJS (Express, Passport), MySQL, Firebase (NoSQL), Flutter, GCP, AWS

WORK EXPERIENCE

BlackBerry   **September 2021 – April 2022**
Incoming Software Engineer Intern   *Remote – Waterloo, Ontario, Canada*
- Will be working on the IPG Cloud and Automation Team to migrate Ruby on Rails system to Go

Hölmetrics   **May 2021 – Present**
Software Engineer Intern   *Remote – Calgary, Alberta, Canada*
- Created from scratch and demoed in-house improvement of company's flagship product 50% ahead of schedule eliminating costs needed to support current 3rd party solution and advanced customer product experience
- Architected SSO authentication system with JIT provisioning to save user login time by 150% and reduced initial customer onboarding time by 100%, by removing the need for users to authenticate into 2 platforms separately
- Developed question limit and progress tracking features for full-stack wellness app to first major customers within my 1st week of starting, achieved by maintaining a swift development pace and without working overtime
- Went beyond intern responsibilities by facilitating hiring for full-time software engineers, trusted by managers to generate challenging technical questions to screen and express hiring recommendations for 2 final-round candidates

UBC Science Undergraduate Society   **July 2020 – May 2021**
Software Developer   *Vancouver, BC, Canada*
- Ideated and redesigned Society's webpage UI for better accessibility to 8300+ UBC Science students in 2019
- Took personal initiative to lead a React framework transition to decrease site loading times by 500% (10 sec to 2 sec)
- Optimized Security Headers in PHP and migrated site to HTTPS to increase overall site security grade from a D to a B

PERSONAL PROJECTS

hubble
Top 3 Best in Show Project @ Google Cloud Demo Week • Google Cloud COVID-19 Hackathon Fund ($5000 & Mentor)
- Led team of 5 in developing a full-stack, social connection app for Android and iOS using Google Cloud and Flutter
- Designed and constructed a serverless data scoring algorithm to suggest compatible friends using NLP entity analysis
- Ideated UI on Figma and personally built entire front-end application with friend connection and messaging system
- Applied data caching solutions discussed with Google Software Engineer mentor to save GCP usage costs by 200%
- Live Demo to Google: https://youtu.be/-GaKWMUCaaM?t=4511 Event Link: https://goo.gle/GoogleCloudDemoWeek

ML-based Predictive Modeling of COVID-19 Vaccination Uptake
Hoffmann-La Roche Research Solution Awards – 3rd Prize ($400) • Top 15 Finalist out of 150+ teams
- Collaborated in a team of 4 to create a ML/AI research manuscript for the 2021 Big Data Undergraduate Challenge
- Implemented XGBoost ML algorithm in Python to predict COVID-19 vaccination uptake with 59% test accuracy
- Generated choropleths in Python to highlight US counties with abnormally low vaccination rates and identified the top 10 key sociodemographic factors out of 70+ that drive personal decisions to receive the COVID-19 vaccine
- Worked closely with a York University professor to prepare manuscript for potential publication in a scientific journal, in charge of writing 40% of the manuscript to effectively communicate key findings based on methods and results

Statstify
- Created an interactive React web-app to present Spotify users listening statistics to peak 120 monthly users
- Devised and developed individualized recommendation algorithm to suggest "throwback" songs to users
- Implemented features to allow users to create playlists based on displayed statistics and share them on social media

VOLUNTEER EXPERIENCE

The Code Initiative   **February 2020**
Robotics Mentor   *Vancouver, BC, Canada*
- Taught 24 elementary students basic OOP concepts, function calls and conditionals to move robot around obstacles