

Alan Yuan

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WORK EXPERIENCE

Amazon

May 2022 – Aug 2022

Software Developer - Intern

Vancouver, Ontario

- Implemented system to read customer orders and send real-time notifications based on eligibility criterias
- Ensured modularity by designing a plugin system for processing the customer orders
- Utilize **AWS** webservices such as **Lambda**, **SQS** and **SNS** to ensure scalability

Intel

May 2021 – May 2022

Software Engineer - Intern

Toronto, Ontario

- Developing Quartus software using **C++**, **Python** and **Bash** for speedup during synthesis by re-routing the flow
- Developing support software to generate 4000+ of completely random test-cases for edge-case testing
- Optimized support tool's Ram templates to reduce false positives and failing cases by around **70%**
- Implemented various new features and upgrades such as re-scripting tools to utilize new control system, dynamic database size notifier, hierarchy re-router for missing entities, automatic parameter setting aggregator and more
- Migrating all 613 failing regression test cases from pre-existing compilation flow to the new faster flow

Centivizer

April 2020 - Sept 2020

Software Developer - Part-time

Toronto, Ontario

- Designed and wrote backend application using **Node.JS** and **SimplePeer** to connect users via video call
- Establish communication between client and backend for video feed using **socket.io**
- Integrated video feature with user database through **RESTful API** using the **Axios** Library
- Decreased server load by re-working notification system to use a socket based approach

EDUCATION

University of Toronto

3.82 cGPA

BSc Computer Science Specialist, Major in Mathematics

Sep. 2018 – May 2023

Relevant Coursework: Data Structures and Algorithms (A+), Operating Systems (A+), Parallel Programming (A+), Neural Networks and Deep Learning (A+), Intro to AI (A+), Introduction to Machine Learning (A+), Algorithm Design, Analysis & Complexity (A)

PROJECTS

PAIR lab assistant | Private repo

Sep 2021 – present

- Utilizing Nvidia's Omniverse to create a robot reinforcement learning benchmarker
- Implementing a task-flow and enviroment randomizer for causal reward based research
- Creating physics scenes and testing R.L algorithms to be used as a benchmark in future papers

Tenant-Landlord Matching App | Links: server-side, client-side

Aug 2020 – June 2021

- Fullstack development of an mobile application to match landlords and tenants
- Constructed front-end using **React Native** and common packages such as **React Navigation** and **axios**
- Features: Authentication, Images upload utilizing **multer**, Tinder-like swiping, instant messaging with **Socket.io**
- Utilized **Node.js**, **GraphQL**, and database **Postgres** to construct backend

CaNetDa: Deep learning for GeoGuesser in Canada | Link: GitHub

Jan 2021 – April 2021

- Utilized a deep learning approach utilizing multiple deep learning techniques to have an AI play GeoGuesser.
- Utilized **ResNet**, **EfficientNet** and **Vision Transformer** to predict the location
- With our approach, a accuracy of **60%** was consistently achieved

Tron UDP multiplayer | Link: GitHub

Sep 2019 – Dec 2019

- Created a four player game for local networks using the UDP network protocol and C++
- Forked timer from the server to ensure the game runs on time
- Utilize epoll for both client and server to monitor the socket as well as the timer (server) and stdin (client)

BF-interpreter | Link: GitHub

Mar 2018 – Nov 2018

- Built interpreter that runs BF in C
- Reads user input in real-time as BF shell and reads BF files
- Runs all example BF programs found on wikipedia

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, Java, C#, R

Tools: Git, React Native, Node.js, MongoDB, SQL (Postgres), PyTorch, Numpy, Pandas, GDB