Alan Yuan

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Work Experience

Amazon May 2022 – Aug 2022

Software Developer - Intern

- Vancouver, British Columbia • Engineered a microservice in Java to send notifications to 100mil+ customer of cashback on select products
- Ensured modularity by designing a plugin system for processing the customer orders for microservice
- Utilize AWS webservices such as Lambda, SQS and SNS to ensure scalability of the notification system

Software Engineer - Intern

May 2021 - May 2022

Toronto, Ontario

- Developed flagship product using C++, Python and Bash for speedup by re-routing the compilation
- Developed 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 utilized new control system, dynamic database size notifier, hierarchy re-router for missing entities, automatic parameter setting aggregator and more
- Migrated all 600+ failing regression test cases to the new compilation flow leading to decreased build failures

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

Intel

University of Toronto

 $3.82~\mathrm{cGPA}$

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

- Built on top of Nvidia's Isaacsim to create a robot reinforcment learning benchmark
- Implementing a task-flow and environment randomizer for causal reward based research
- Creating physics scenes and testing reinforcment learning algorithms to be used as a benchmark
- Setup and trained a variaty of robots including frankas and mobile manipulators

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, GraphQL