# Alan Yuan

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#### Work Experience

Amazon

Intel

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 Software Developer - Part-time April 2020 - Sept 2020 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

## EDUCATION

# University of Toronto

 $3.82~\mathrm{cGPA}$ 

BSc Computer Science Specialist, Major in Mathematics

Sep. 2018 - Dec 2023

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

#### Projects

## PAIR lab assistant | Private repo

Sep 2021 – present

- Collaborate with Nvidia to build on top of Isaacsim creating 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 (runs all BF programs from 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