

Jake Yuyang Si

Software Engineering Student

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Profile

- Languages: Javascript, Java, C, C++, Objective C, Groovy, Grails, BASH scripting
- Tools: Git, Jira, XCode, Eclipse, IntelliJ, Jenkins, Maven, Vagrant, Unix, Photoshop
- Practiced in agile development methods: pair programming, scrum, TDD and code reviews
- Well experienced in developing web applications and front-end work
- Familiar with design fundamentals such as MVC, RESTful APIs and Object Orientated Programming

Experience

- Software Engineer
Zynga
Jan-May 2015
 - Developed web interface for experiment and optimization manager
 - Worked with Groovy, Grails
 - Prototyped new dynamic user interface with complete overhaul of object models
 - Reworked old user interface to be compatible with the new object models
 - Developed solutions to multiple programming problems
- Agile Engineer
Pivotal Labs
May - Sept 2014
 - Developed web interface for Pivotal Hadoop cluster manager
 - Incorporated agile development methods such as pair-programming, test-driven development, peer code-reviews and Scrum.
 - Worked with BackboneJS, UnderscoreJS, HandlebarsJS and SASS
 - Used Vagrant to simulate a cluster environment with vagrant machines as nodes
 - Applied test-driven development using Jasmine to write unit & integration tests

Education

- Software Engineering
University of Waterloo
2013 - 2018
 - Software Engineering Principles (CS247)
 - Foundations of Sequential Programming (CS241)
 - Data Structures and Data Management (CS240)
 - Logic and Computation (SE212)

Projects/Activities

- AmplifyMe
iOS/Objective C
 - Social Networking app to broadcast and find events
 - Integrates Parse server to store broadcast objects and Facebook login
 - Features realtime location updates of your event and events around you
- Reversi Play
iOS/ Objective C
 - 2D game using Cocos2D engine to display sprites
 - Programmed a simple AI opponent that searches the game grid using a dynamic value system
- ESPN Viewer
iOS/Objective C
 - Table View app that uses the ESPN api to fetch articles and display them
 - Implemented sidebar to choose between different sports
 - Mobile webpage viewer to display ESPN articles
- iD Tech Camp
Stanford University
 - Learned basics of mobile development on the Android platform
 - Developed a finger painting app with undo/redo functionality using a stacks