

JUSTIN YAU

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CAREER PROFILE

Entry Level Developer with 7+ months of professional experience implementing technological solutions for various companies. Developed and deployed web applications individually and on average, teams of 6.

SKILLS

- **Languages:** C, Java, Python, C#, Java-script, HTML, CSS, SQL, & PHP
- Project Management - Software Dev - IOS/Android Dev - DevOps - Agile Methodology
- Full Stack Development - Information Retrieval - Teamwork - Debugging - Data Structures - Analysis

PROFESSIONAL EXPERIENCE

makeithappen, New York, NY

A small software services company providing web development services.

Web Developer Intern

10/2019 – Present

- Develop within the client tier, middle tier, databases in addition to performing DevOps.
- Responsible for developing new functionality, as well as fixing bugs and software maintenance.
- Work independently and closely with the lead developer when required to deliver high quality energy software to clients.
- Assist other interns with optimizing and debugging.
- Designing and consuming REST APIs.
- Utilized a variety of technologies including C#, Node.js, Express, HTML/CSS/JavaScript, VisualStudio, PostgreSQL, React, Redux, Typescript, Azure, AWS services, and Selenium.

Pension Trust Solutions, New York, NY

A New York City-based financial planner offering assistance in pension plans & trust.

Web Developer Intern

7/2018-8/2018 | 7/2019 – 8/2019

- Increased company's digital footprint significantly by developing and deploying a website using ReactJS/Express in addition to reaching out on social media platforms.
- Increased client base by compiling and contacting potential clients that may be interested in setting up a pension plan.

EDUCATION

Rochester Institute of Technology, Rochester, NY

8/2018 – 5/2023

- Bachelor of Science, Computer Science Major, 3.77 GPA

PROJECTS

MobileChattingApp (1 week, Individual)

5/2019 – 5/2019

- Developed an IOS/Android app using React-Native and FireBase DB backend.
- Enabled users to have one on one chats with other users with a basic authentication system.

DiscordSudo (48 hours, Individual)

4/2019 – 4/2019

- Developed a bot that executes cmds in a specified discord channel using NodeJS & MongoDB.

RShuttle (24 hours, Team of 4)

2/2019 – 2/2019

- Fetched and formatted real time shuttle data from OpenAPI to send to the UI in Java.
- Utilized Google Cloud API to create part of the UI for the Android App.

ArrakeenRun (4 months, Individual)

1/2018 – 5/2018

- Developed a simple multiplayer shooting endless runner game using Unity.
- Utilized Gamespark to store player achievements and provide players with quests.