Guanwen Yan

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EDUCATION

University of Illinois Urbana-Champaign   Expected: May 2025
Bachelor of Science in Statistics and Computer Science   GPA: 3.83 / 4.00

Relevant Coursework Data Structures, Algorithms, Object Oriented Programming, Discrete Math, Linear Algebra, Database, Applied Machine Learning, Software Design, Computer System

SKILLS

Programming Languages: Java, Python, C++, TypeScript, C, JavaScript, Swift, HTML, CSS, C#, Kotlin, Dart, SQL
Frameworks and Libraries: Spring Boot, Node.js, .NET, React, Flask, Angular, Express.js, Flutter, MySQL, NoSQL
Databases, Tools, and Others: AWS, REST APIs, MongoDB, GCP, OAuth, Azure, Firebase, SQLite, Docker, Git

EXPERIENCE

Software Engineer Intern   May 2024 – August 2024
Corteva Agriscience - Software Engineering   Johnston, IA
- Developed a web application to replace OutSystems app for over 100 research facilities, projecting annual savings of over $100,000 and thousands of work hours in global research operations
- Implemented backend infrastructure using C#, Azure, MySQL, and .NET, optimizing database queries and API calls to reduce load time by over 22% (from 1000ms to 780ms)
- Built responsive UI components using Angular, HTML5, TypeScript, CSS, and AG Grid for various screen sizes

Software Engineer Intern   May 2023 – August 2023
Corteva Agriscience - Product Development   Remote, US
- Reduced latency by more than 85% (from 10s to 1.2s) for REST API calls by optimizing the automated system that captures and uploads satellite map screenshots using Python, AWS S3, JavaScript, Flask, and Playwright
- Eliminated over 90% of redundant code while maintaining functionality by rebuilding several dynamic satellite maps from scratch using Python, JavaScript, and Mapbox, saving over 72 hours per person on project onboarding
- Reduced 10 to 15% in annual AWS expenses through optimized resource utilization, significantly decreasing on-demand compute time for EC2 instances and Lambda functions
- Achieved 99% test coverage while implementing comprehensive unit and integration tests

Software Engineer Intern   February 2022 – May 2022
University of Illinois Urbana-Champaign   Urbana, IL
- Developed an English learning Android App using Android Studio for Costa Rica customs with two professors and five students, empowering officers to effectively assist travelers from diverse backgrounds worldwide
- Resolved more than 35% of bugs using Java and Firebase to enhance user experience and system stability
- Conducted cross-functional team meetings to prioritize tasks and share insights on the implementation plan

PROJECTS

Employee Management System | *Java, Spring Boot, Hibernate, PostgreSQL*   March 2024 – May 2024
- Developed RESTful APIs using Java and Spring Boot, enhancing efficiency for managing employee records
- Leveraged Hibernate and Spring Data JPA for efficient data management, enhancing system performance

Store Inventory management system | *MySQL, GCP, React, JavaScript*   February 2024 – May 2024
- Led a team of four developers to develop a full-stack application to gain insight into store inventory status
- Improved security and scalability by storing data in Google Cloud SQL and deploying the app on Compute Engine

HackIllinois | Google Play Store | *Kotlin, Android Studio, XML*   October 2022 – May 2023
- Developed the Android app using Kotlin that is used by over 1000 event attendees annually with four students
- Redesigned more than 30% of the user interface using XML, improving user experience and visual appeal
- Restructured the backend services to fetch data from the updated RESTful APIs, displaying 20% more data

Flights Checker | *C++, Docker, GitHub*   November 2022 – December 2022
- Led a team of four developers to build a C++ program to visualize the shortest flight routes between airports
- Architected a user-friendly interface and optimized build process using CMake for efficient program compilation

E-Commerce Website | *React.js, Node.js, MongoDB, Express.js, Git*   June 2022 – August 2022
- Enhanced security using JSON Web Token and crypto-js, and optimized website interface using Material UI
- Developed a scalable backend server for user authentication, data updates, and other RESTful web services