Lanny Wang

Software Engineer | Houston, TX | (646)-470-8125 | lanzhenwang9@gmail.com
https://lannywang009.github.io/portfolio/ | github.com/lanzhenw | linkedin.com/in/lanny-wang

Creative and communicative frontend developer, passionate about building simple, easy-to-use, and elegant apps to optimize work processes, help people gain new insights, and tackle real-world problems. I look forward to combining my interests with my growing skill set in web development.

Software Development Skills

- Frontend: TypeScript, ES6, React (Hooks), Redux | Fluent UI, D3, ag-Grid, embedded PowerBI | Sketch
- API and others: Node.js, Express, RESTful API, PostgreSQL, Sequelize, Microsoft Azure, Travis CI
- Testing: Jest, Google Puppeteer, Cypress.io (learning)

Education

Rice University | B.A. in Economics & Art History | Houston, TX   2009 – 2013

Bard College | M.A. in Design History, Decorative Art & Material Culture| New York, NY   2013 – 2015

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA   2018 – 2019
    Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Professional Work Experience

Tachyus | **Software Engineer** | **Houston, TX**   July 2019 – April 2020
- Communicated extensively with stakeholders and within cross-functional team to understand Tachyus users and build features to meet their requirement
- Participated in the architecture, user experience design, and performance tuning of Tachyus front-end web application that allows clients to manage, transform, integrates, and visualize their data, in order to optimize production and return
- Developed the Tachyus web application with TypeScript, React, ag-Grid, embedded PowerBI, and maintained it under guidance of the software engineering manager
- Set up and wrote automated end-to-end tests with Jest and Chromium Puppeteer
- Designed user interface prototype in Sketch to construct delightful user experience

Code Park Houston | Blog Editor | Houston, TX   Sept 2018 – July 2019
- Volunteered in the media team to manage the blog contents of Code Park
- Coordinated volunteers for personal story interview, editing blogs, and wrote monthly update posts

AEA Consulting | Research Analyst | New York, NY & Beacon, NY   Oct 2015 – Mar 2016
- Collected data, built financial model, and market benchmarked in strategic planning organization planning projects for foundations, private developers, public funders, and arts and cultural institutions
- Conducted interviews with key stakeholders of cultural institutions, gathered opinions from industry influencers, and drafted deliverables to clients

Software Development Portfolio

US International Trade and Commerce by State (updating it with React right now)   Mar 2019
Demo : https://lannywang009.github.io/Visualizing-US-Trade-By-State/
GitHub: github.com/LannyWang009/Visualizing-US-Trade-By-State/
- Features a web-based data dashboard visualizing US International trade data by state. The app provides an interactive view of the trade activity each state is involved in, aimed at giving insight on the top trade partners and top traded commodity categories from 2014 to 2018
- Bootcamp capstone project, built using d3.js and is powered by data from the U.S. Census Bureau. This is a 2-person project. I was in charge of the map, the export and import layouts, and design

2048 Game   Feb 2019
Demo: https://lannywang009.github.io/2048-react-redux
Github: github.com/LannyWang009/2048-react-redux
- A frontend project that features a math and logic game 2048, that allows the user to use arrow keys, move tiles to arrow direction on the board, and to merge tiles with the same value. A new tile is generated with every successful move.
- Used React, Redux and React-Redux to manage the state and component. This a solo project.

Additional details on prior work experience and professional reference available upon request