



## Shukan (Maxwell) Yang

### Year 4, Honours Computer Science, Software Engineering Option

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### TECHNICAL SKILLS

<b>Programming:</b>	Java, C/C++, C#, JavaScript (TypeScript), Rust, Python, Dart, Assembly
<b>Web:</b>	HTML, CSS / SCSS, XML, PHP, jQuery, React.js, Vue.js, Express.js
<b>Mobile:</b>	Android, iOS (Objective-C), React Native, Flutter
<b>Database/testing:</b>	MySQL (SQL), MongoDB (NoSQL), JUnit, Chai, Mocha, Cypress, Github Actions
<b>Cloud:</b>	AWS, Firebase
<b>Tools/Environments:</b>	Git, Node.js, Postman, Docker

### WORK EXPERIENCES

<b>Mobile Software Developer, PDFTron (full time, co-op)</b>	Sept 2020 - Apr 2021
<ul style="list-style-type: none"><li>Developed and maintained React Native and Flutter wrapper for PDFTron SDK, in Android (Java), iOS (Objective-C), React Native (JavaScript/TypeScript) and Flutter (Dart)</li><li>Wrote scripts for higher automation in mobile development cycle</li><li>Contributed to and supported technical documentation for products</li><li>Provided customer technical support (issues, tickets) for mobile SDK</li><li>Participated in technical/design reviews and group problem solving activities</li></ul>	
<b>Computer Science Teaching Assistant, UBC (part time)</b>	Sept 2019 - Apr 2020
<ul style="list-style-type: none"><li>Assisted students in course materials during labs and tutorials</li><li>Designed pre-class assignments, quizzes and exams for the courses</li><li>Answered questions asked by students on online forum (piazza)</li><li>Courses: CPSC 313 is a low-level course about the fundamentals of computer hardware and operating system, CPSC 210 is a software-engineering course which emphasizes on Objected-oriented programming in Java, and CPSC 121 is a preparation course to algorithm and data structures</li></ul>	

### TECHNICAL PROJECTS

#### ACADEMIC

<b>Employee Directory Viewer (8-person, project manager)</b>	Jan 2021 - Apr 2021
<ul style="list-style-type: none"><li>Applied a combination of waterfall and agile methodology, built a serverless employee directory application for Associated Engineering</li><li>Contained a search page with filters and sorting function, dynamically generated org chart, and contractor information editing page</li><li>Implemented front-end with React.js and Material-UI, which is hosted in S3 buckets and connected to the C# back-end through API gateways</li><li>As the project manager, regularly hosted meetings, documented plans, requirements and progress in JIRA to ensure high work flow</li></ul>	



### **Application Manager** (3-person)

Jan 2020 - Apr 2020

- Constructed a website for mobile application analysis with database, which provides functions such as rating, sorting, and viewing application in user-defined order
- Realized client-side behaviors with HTML, CSS, JavaScript, server-side with PHP and MySQL for query handling

### **Fundamental Racket Compiler** (3-person)

Jan 2020 - Apr 2020

- Created a Racket/Scheme-based compiler that parses Racket codes and translates it into executable x86 assembly code by passing through more than 20 levels of compiling
- Explored multiple low-level aspects of Racket, from basic data structures such as vectors and pointers, to complex code structures such as recursions with local variables of varying life-cycles

## **PERSONAL**

### **Online Team Communication Tool** (1-person)

Dec 2020 - Current

- An online platform which allows team members to communicate and send files under configurable channels in real time
- With Node.js, front-end was built using React.js, while back-end was built with Express.js and MongoDB

### **Android 2D Platformer Game** (1-person)

Apr 2018

- A single-player 2D platformer on Android, implemented in Android Studio using Java and Android Developer API
- Created custom art and music in Photoshop and Musescore

## **COMPETITIONS**

### **IEEEExtreme Programming Competition 13.0** (3-person)

Oct 2019

- Team (with 2 other team members) ranked 1st among all 55 teams in Canada, and top 5% globally
- Solved problems mainly about algorithm design and data structures in 24 hours

## **EDUCATION**

### **Bachelor of Science**

Sept 2018 – Apr 2023 (Expected)

### **The University of British Columbia (UBC)**

Vancouver, BC

- **Major:** Honours Computer Science, Software Engineering Option
- **Current Year Standing:** 4
- **GPA:** A
- **Awards:** UBC Dean's list, UBC Science Scholar, UBC Trek's Excellence scholarship (top 5%)
- **Courses (grade, average):** Intermediate Algorithm Design and Analysis (98, 86), Computer Hardware and Operating Systems (92, 81), Software Construction (98, 74), Models of Computation (99, 75)