# Shukan (Maxwell) Yang

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

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#### **TECHNICAL SKILLS**

**Programming:** Java, C/C++, C#, JavaScript (TypeScript), Rust, Python, Dart, Assembly

Web: HTML, CSS / SCSS, XML, PHP, jQuery, React.js, Vue.js, Express.js

Mobile: Android, iOS (Objective-C), React Native, Flutter

Database/testing: MySQL (SQL), MongoDB (NoSQL), JUnit, Chai, Mocha, Cypress, Github Actions

Cloud: AWS, Firebase

**Tools/Environments:** Git, Node.js, Postman, Docker

#### **WORK EXPERIENCES**

# **Software Developer, SAP** (full time, co-op)

# Computer Science Research Assistant, UBC (full time, co-op)

Sept 2021 - Current May 2021 - Aug 2021

- Understood the information required by the Prusti project (a Rust verifier collaboration between UBC and ETH Zurich) and considered different designs for data representations of a Rust program
- Reconstructed the internal representation used in Prusti to become multi-layered, which allows the encoding of Rust to Viper (language used for verification) to be more gradual and robust

### Mobile Software Developer, PDFTron (full time, co-op) Link

Sept 2020 - Apr 2021

- Developed and maintained React Native and Flutter wrapper for PDFTron SDK, in Android (Java), iOS (Objective-C), React Native (JavaScript/TypeScript) and Flutter (Dart)
- Wrote scripts for higher automation in mobile development cycle
- Contributed to and supported technical documentation for products
- Provided customer technical support (issues, tickets) for mobile SDK
- Participated in technical/design reviews and group problem solving activities

### **Computer Science Teaching Assistant, UBC (part time)**

Sept 2019 - Jun 2021

- Assisted students in course materials during labs and tutorials
- Designed pre-class assignments, quizzes and exams for the courses
- Answered questions asked by students on online forum (piazza)
- Courses: CPSC 313 (Computer Hardware and Operating Systems),
  CPSC 210 (Software Construction), CPSC 121 (Models of Computation), CPSC 110 (Computation, Programs, and Programming)

## **TECHNICAL PROJECTS**

#### **ACADEMIC**

### Employee Directory Viewer (8-person, project manager) Link

Jan 2021 - Apr 2021

- Applied a combination of waterfall and agile methodology, built a serverless employee directory application for Associated Engineering
- Contained a search page with filters and sorting function, dynamically generated org chart, and contractor information editing page

- Implemented front-end with React.js and Material-UI, which was hosted in S3 and connected to the C# back-end through API gateways
- As the project manager, regularly hosted meetings, documented plans, requirements and progress in JIRA to ensure high work flow

# **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

# **COMPETITIONS**

## **IEEEXtreme 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)