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Shukan (Maxwell) Yang

Year 4, Honours Computer Science, Software Engineering Option

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TECHNICAL SKILLS

Programming:	Java, C/C++, C#, JavaScript, TypeScript, Python, Racket, Dart, Assembly
Web:	HTML, CSS / SCSS, XML, PHP, jQuery, React.js, Vue.js, Express.js, Rest API
Mobile:	Android, iOS (Objective-C), React Native, Flutter
Database/testing:	SQL, MySQL, MongoDB (NoSQL), JUnit, Yarn, Chai, Mocha
Tools/Environments:	Git, Node.js, Postman, Docker

WORK EXPERIENCES

Mobile Software Developer, PDFTron (full time, co-op) Sept 2020 - Current

- Developed and maintained React Native and Flutter wrapper for PDFTron SDK, mainly in Java for Android, Objective-C for iOS, JavaScript/TypeScript for React Native and Dart for Flutter
- Contributed to and supported technical documentation for PDFTron's products
- Provided customer technical support by answering/solving customer questions and/or problems related to the Company's products or services
- Participated in technical/design reviews and group problem solving activities

Computer Science Teaching Assistant, UBC (part time) Sept 2019 - Apr 2020

- 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 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

TECHNICAL PROJECTS

ACADEMIC

Application Manager (3-Person, Academic) Jan 2020 - Apr 2020

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

Fundamental Java Compiler (3-Person, Academic) Jan 2020 - Apr 2020

- Created a Racket/Scheme-based compiler that parses Java codes and translates it into executable x86 assembly code by passing through more than 20 levels of compiling

- Explored multiple features from Java, from code structures such as loops and recursive function calls to Object-Oriented Programming, Garbage Collection etc.

UBC Campus Explorer (2-Person, Academic) Sept 2019 - Dec 2020

- A full-stack project which enables effective querying of public UBC course/room metadata, with a back-end programmed in TypeScript
- Implemented server-side asynchronous behaviors with Node.js, and client-side with RESTful API
- Developed a back-end with PHP, with data persistence using JSON and simple tag search using SQL and MySQL

PERSONAL

Online Team Communication Tool (1-person, Personal) 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, Personal) 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

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)